FROM THE MAKERS OF OFFICIAL XBOX MAGAZINE

# XBOX CODEBOOK

**BLOWOUT STRATEGIES!**
- HALO
- BUFFY
- SHENMUE II
- SPLINTER CELL
- PROJECT GOTHAM
- AGGRESSIVE INLINE
- JET SET RADIO FUTURE
- TONY HAWK
- AND MORE!

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2002 Game Guide

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# Unreal CHAMPIONSHIP

www.unrealchampionship.com

***"Game that makes us most excited about Xbox Live!"***
- Official Xbox Magazine

**Top Ten Xbox Games of E3 2002 – Unreal Championship: #1**
- Gamers.com

***"Unreal Championship is amazing...the game for Xbox Live!"***
- IGN Xbox

**Best Xbox Live Game: Unreal Championship**
- IGN

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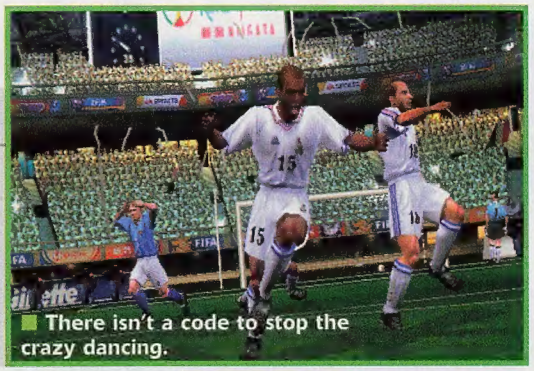
# 2002 Fifa World Cup

In order to unlock secret teams, you'll need to win World Cup with specific teams. The list below shows you what team you'll need to play as in order to unlock another.

## CODES

| Beat World Cup with team from... | Team Unlocked |
|---|---|
| North America or South America | All-American |
| Europe | All-European |
| Asia | All-Asian |
| Africa | All-African |

After you have unlocked the four teams above, you'll now have access to the All-World Team.



There isn't a code to stop the crazy dancing.

# 4x4 EVO 2

## CHEATER'S HELPERS

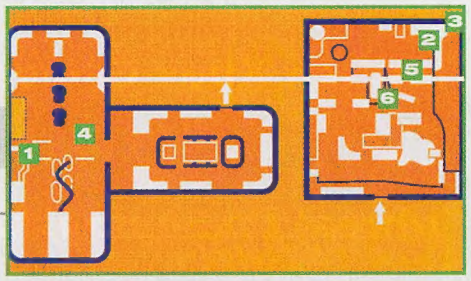
Enter the following cheats at the Press Start screen you get when you first put in the game. As you enter the cheats, you will hear a sound. When you enter the game, their effects will be apparent.

| Effect | |
|---|---|
| Loads Of Money | Y, X, WHITE, Y, X, WHITE, X, X, Y, WHITE, X, Y |
| Reputation | Y, Y, WHITE, X, X, WHITE, Y, Y, Y, X, X, X |
| Unlock All Missions | X, X, WHITE, WHITE, Y, Y, WHITE, X, Y, Y, X, WHITE |

**Race through city streets like any 4x4-owning soccer mom.**

# Aggressive Inline

*Aggressive Inline* is a meaty rollerblade game with guts, girls and attitude. Here's how to crack the most difficult challenges on each of the game's seven massive levels. Strap on those skates...




## SECTION 1 MOVIE LOT

This level consists of two main areas. There's a long opening straight that's great for grinding and skitchin'. There's also a large movie lot in which you can skate over numerous ramps and overhead lighting rigs.

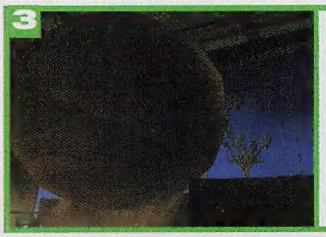
### GRIND TWO TRAFFIC LIGHTS 3 POINTS

Grind the railing on the right, then the curved one above it to the end. Jump to the first lights, grind transfer to the second.

### GRIND THE CLIFF EDGE 2 POINTS

Follow the large ramp to the upper level of the movie lot. Grind the lighting rig until you see the cliff edge; quickly grind transfer.

### GRIND THE BOULDER CHAINS 3 POINTS




Use the bowl behind the boulder to reach the chains. Grind both chains so that the boulder breaks free and causes chaos.

### GRIND THIRD TRAFFIC LIGHT 3 POINTS

Leap from the ramp on the left of the second traffic light to the higher ledge. Grind the second light and jump over to the third.

### 60,000 POINT TIMED RUN 2 POINTS

You need to score 60,000 points in three minutes. Tip: get plenty of grind combos, up on the lighting rig.

### GRIND WIRE ABOVE THE TREE 2 POINTS

Grind the lighting rig until you reach the cliff. Transfer to the wire passing over the tree and grind all the way across to get points.

## SECTION 2 CIVIC CENTER

The Civic Center is far more compact than the previous level. It can be difficult to see where you're going at times because much of the scenery looks the same.

### GET INTO THE BOWL
2 POINTS

Grind up the small wooden ramp at the base of the bowl statue. Jump from the top of the ramp and grind the wire with the lights on it. Keep your balance and head all the way along to the bowl.

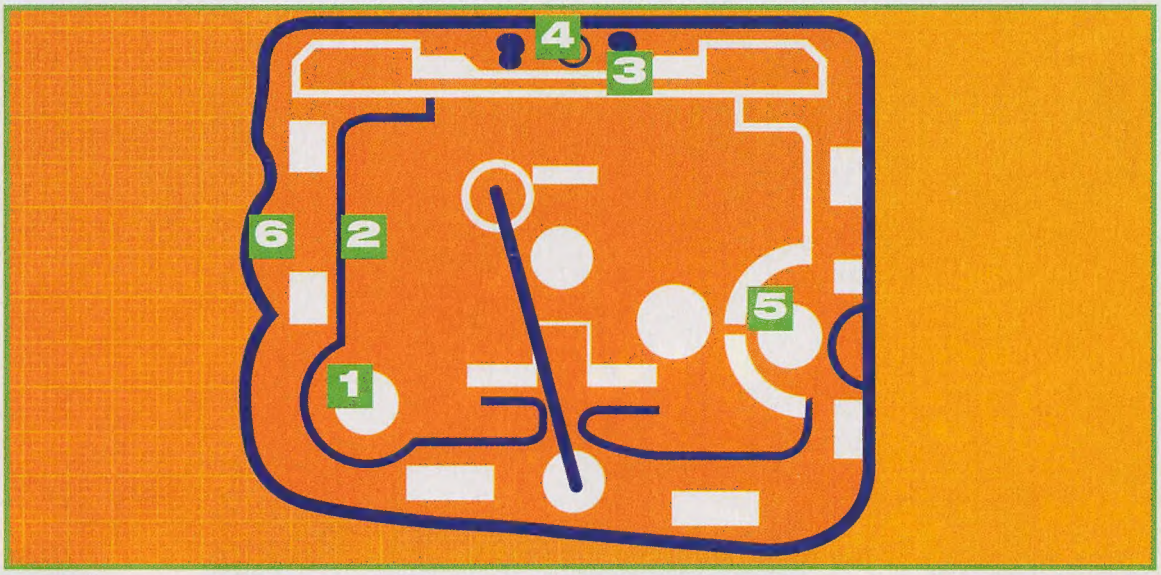
### GRIND TRANSFER LOOKBACK JUDO PHOTO
2 POINTS

Talk to the photographer on the bridge. Go to the bridge with the broken statue; jump off the left side to grind the wires. Perform the Lookback Judo and land a grind on the other side of the bridge.

### GRIND THE HANDS OF THE LOCK
2 POINTS

Use the half-pipe to get to the balcony below the clock. Grind the ledge all the way up the little ramp; jump and catch the flagpole. Use your momentum to swing onto the clock hands. Grind them.

USE THE LEFT THUMBSTICK TO MOVE YOUR SKATER IN THE RIGHT DIRECTION. PRESSING UP MAKES YOU ACCELERATE, WHILE PRESSING DOWN RESULTS IN BRAKING.




**AGGRESSIVELY SPEAKING 1:** PRESSING SELECT WILL BRING UP A LIST OF YOUR CHALLENGES. IF YOU DON'T KNOW WHAT A CHALLENGE ENTAILS, PRESS THE B BUTTON TO GET A FLY-BY VIEW OF THE AREA OR THE A BUTTON TO GET A MORE DETAILED DESCRIPTION OF THE TASK.

### HAND PLANT THE GARGOYLE EADS
1 POINTS

Chat to the guy standing below the row of gargoyles. Skate up the two ramps below the pair of ugly stone monsters and perform a hand plant on each of their heads to secure your point.

### GET THE SPEED POWER UP
1 POINTS

Use the ramps surrounding the statue to hand plant the top of the scales. If you don't collect the power-up straight away, simply switch into a grind, go around the scales and get it.

### GRIND THE ANGEL'S WINGS
1 POINTS

Jump off the upper balcony in the Civic Center and land on the wings. If you can't do that (it's a mighty leap), get on a a nearby cable, get some speed up and leap onto the wings.

# I ALONE HAVE THE FIFTH FREEDOM.

THE RIGHT TO SPY, STEAL, DESTROY AND ASSASSINATE, TO ENSURE THAT AMERICAN FREEDOMS ARE PROTECTED. IF CAPTURED, MY GOVERNMENT WILL DISAVOW ANY KNOWLEDGE OF MY EXISTENCE.

I AM SAM FISHER.

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## SECTION 3 INDUSTRIAL

The Industrial stage is a large and complex skate park with plenty of half-pipes and a six-armed factory robot.

### GRIND FOUR ROBOT ARMS
2 POINTS

Use the quarter-pipe to reach the upper left rail. Grind along the rail and hop onto the small walkway. Wait for two of the robot's arms to line up perfectly so that you can transfer from one to the other, then repeat the process.

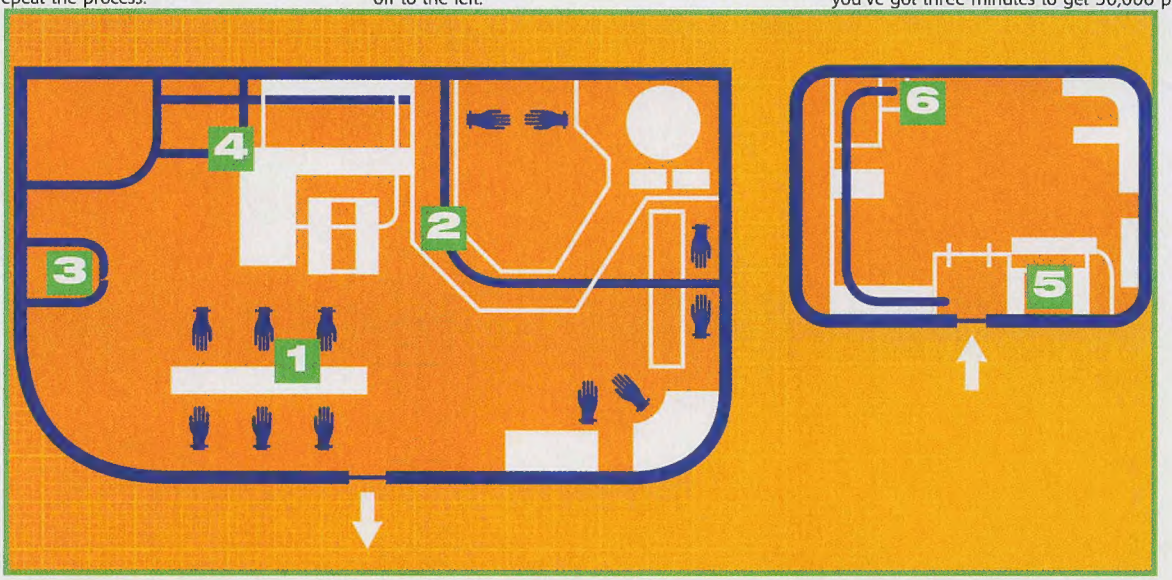
### GRIND THE HIGH RAIL
3 POINTS

Talk to the janitor then jump into the half-pipe above the glass tunnel and grind the pipe on the left-hand wall. When you reach the end of the pipe, hop across and grind the high rail that leads off to the left.

### CLEAR THE JUNKYARD
1 POINTS

You can only do this after retrieving the Cannery key. Go up the quarter-pipe and grind the wire to the upper right. You'll find yourself on a small balcony. A door opens, leading to a junkyard – you've got three minutes to get 50,000 points.

HOLD DOWN THE LEFT OR RIGHT TRIGGER ON THE GROUND TO PERFORM A TIGHT TURN AND ALSO TO SPIN WHEN YOU'RE IN MID-AIR.




### SCORE 400,000 POINTS
1 POINTS

The best way to rack up this high score is to get onto the highest rail and perform as many grind transfers and switches as you possibly can. If you don't fall off, you'll crack the challenge easily.

### GET THE CANNERY KEY
3 POINTS

Under the brown ledge near the truck are two quarter-pipes facing one another. Build up enough speed on these and hand plant the uppermost car. You will be rewarded with the Cannery key.

### GRIND THE TEST SWITCH
2 POINTS

Chat with the scientist near the monster truck and get up onto the brown ledge overhead. Grind to the left and jump over to the vent with the test switch. You'll flip the switch simply by grinding over it.

## SECTION 4 BOARDWALK

The most colorful and exciting of the levels. Most of the challenges involve grinding and handplanting the rides. Think you're hard? Try skitchin' the roller coaster.

### JUMP THE PIER ENTRANCE GAP
1 POINTS

There are two quarter-pipes on either side of the pier entrance gap. Get some air on one of them and then angle a big jump across to the other.

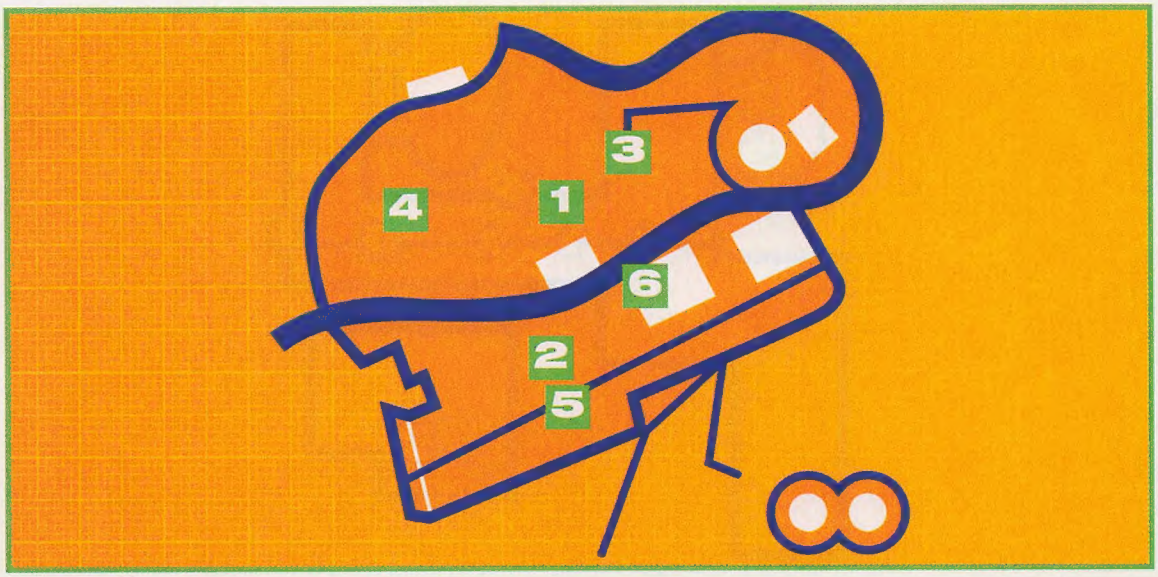
### HAND PLANT FERRIS SEAT ONE REVOLUTION
2 POINTS

Look for the half-pipe near an image of an evil clown. Get some air on it and perform a hand plant when next to a seat. Maintain it for one full revolution.

### FIVE PASSES PAST THE JAWS OF DEFEAT
2 POINTS

Talk to the guy near the shark ride and get inside the bowl underneath it. Perform long jumps at either end of the bowl without getting hit by the shark.

PRESSING UP ON THE LEFT THUMBSTICK WHILE RAMPING WILL TAKE YOU UP AND OVER THE TOP OF THE RAMP.




**AGGRESSIVELY SPEAKING 2:** IN ROLLERBLADING (AND SKATEBOARDING), A 'FAKIE' IS A TERM DESCRIBING ANY TRICK DONE BACKWARDS – A FAKIE 360°, FOR EXAMPLE. PRESS THE WHITE BUTTON TO DO A CESS SLIDE AND FROM THEN ON ANY MOVES YOU DO WILL BECOME FAKIES. PRESS THE WHITE BUTTON AGAIN TO RETURN TO NORMAL.

### GRIND FOUR OCTOPUS ARMS
2 POINTS

Talk to the repair man under the octopus ride. Get some momentum in the bowl and jump onto the ring above the ride; grind it until it bends towards the tentacles. Grind a tentacle; repeat three more times.

### GRIND THE FERRIS WHEEL WING NUT
3 POINTS

Grind the roller coaster track down from the top and jump off the right-hand side when you near the Ferris wheel. Land a grind on a rope that leads to the wheel itself. Jump off the rope and hit the wing nut.

### METHOD GRAB PHOTO
2 POINTS

Meet the photographer on the roof near the roller coaster and use one of the quarter-pipes decorated with sea horses to build up speed. Jump off the small ramp and perform a method grab for the camera.

## SECTION 5 THE CANNERY

Enter the main area via a long hallway. There's a harpoon boat, a lifeboat, and plenty of machinery to grind on. You can only access the indoor areas of the Cannery with the key from the Industrial stage.

### BREAK THE THREE LIGHTS
2 POINTS

On the ledge below the three lights, face the wall, turn right and head up the quarter-pipe against the wall. Shift right and you should make it onto another ledge. From here, grind the wire.

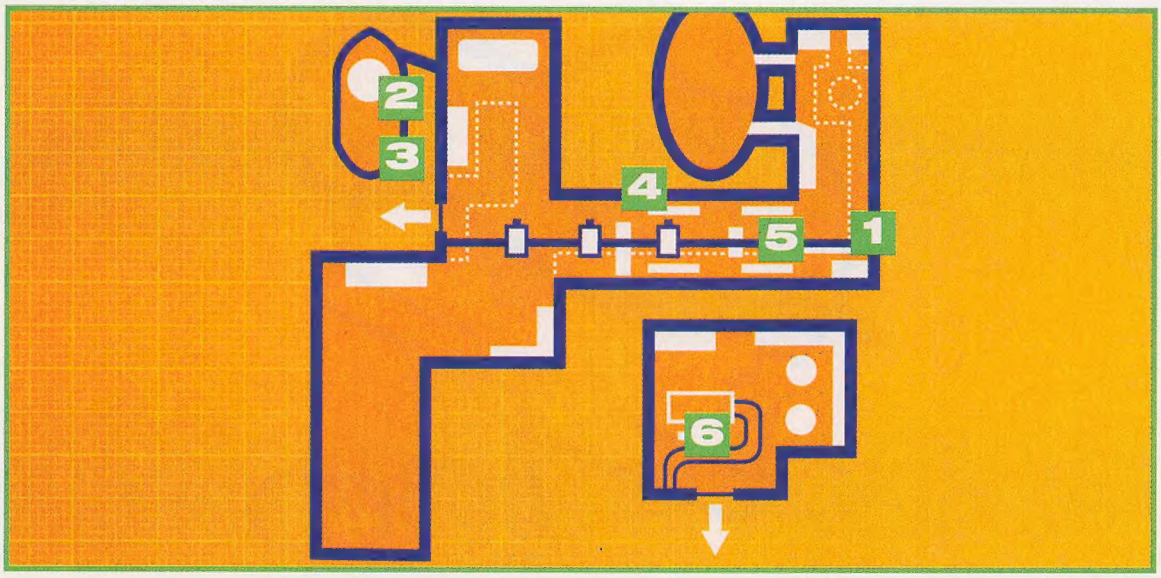
### BREAK THE THREE LIGHTS
2 POINTS

Talk to the thug on the harpoon boat and score 125,000 without leaving the boat itself. It's possible to grind the outer edge of the boat in a continuous loop, provided you keep your balance.

### GRIND THE HARPOON
2 POINTS

Find the captain on the harpoon boat and jump into the bowl at the back of it. Build up enough speed to jump and grind the high rail near the harpoon. Get onto the top deck and grind the harpoon.

WHEN APPROACHING PERPENDICULAR TO AN EDGE, A PRESS OF THE Y BUTTON WILL HELP YOU PULL OFF A HAND PLANT.



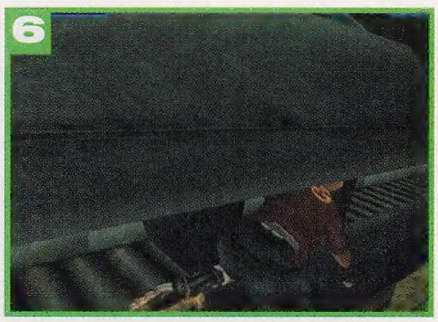

### GRIND ALL OF THE HARPOON LINE
2 POINTS

Repeat the process from the previous challenge and reach the harpoon again. This time, follow the rope that leads from the harpoon gun, all the way to the tip of the harpoon. It's a real balancing feat.

### FIND THE INDUSTRIAL JUNK YARD KEY
3 POINTS

Grind one of the ramps found at the start up to a metal ledge and transfer to the metal beam. Grab the pole and use it to swing round the blockage. Repeat this technique for a further two blockages.

### GRIND UNDER THE CHOPPERS
1 POINTS

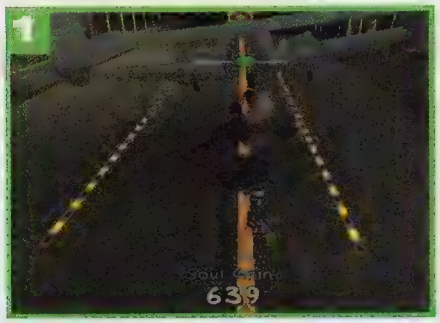



Enter the machinery room and get on the conveyor belt leading into the large machine. Try to time it so the choppers don't hit you. We picture just such a failure here to deter you from this terrible fate.

## SECTION 6 AIRFIELD

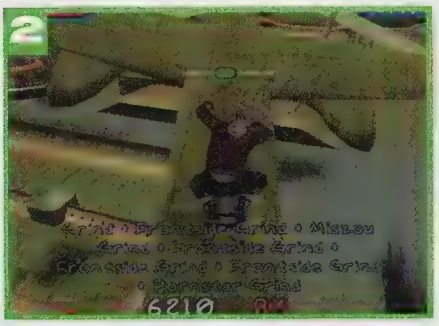
There are three large sections in this airfield level, the largest of which is a giant aviation museum. You'll need to grind across many of the overhead beams and wires to succeed.

### GRIND THE TETHERED PLANE
2 POINTS




When you're close to the plane, it shakes. Keep your balance and jump just as the plane jolts up, because it immediately jolts back down. Take this opportunity to land and grind the plane.

### BREAK THE BOMBER TURRET
3 POINTS

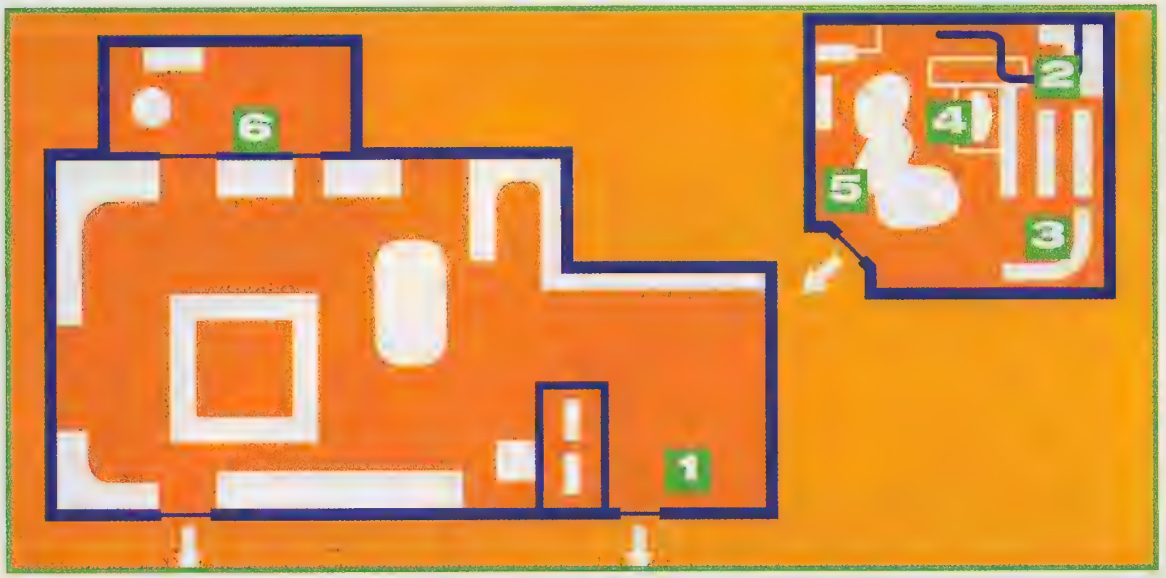



Skate to the far corner of the level and use the ramp to get some air. Grind the overhead pipes and stop at the large air vent. Use the cables nearby to grind towards the bomber turret.

### HOT FLIP TRANSFER PHOTO
1 POINTS

Speak to the photographer near the green quarter-pipes. Build up enough speed by skating between them and jump over the top of either quarter-pipe, making sure you do a hot flip.

IF YOU'RE APPROACHING A LAMPPOST OR ANY HORIZONTAL BAR, TAP THE B BUTTON TO GRAB IT AND SPIN AROUND THE BASE.

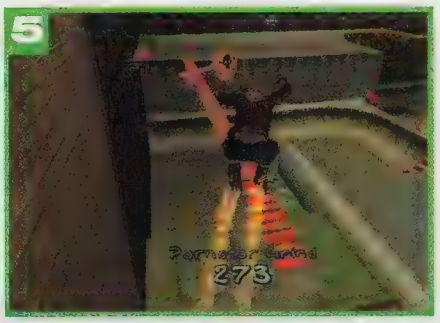



**AGGRESSIVELY SPEAKING 3:** IF YOU'VE MISTIMED A TRICK AND CAN SEE THAT YOU'RE GOING TO FALL FLAT ON YOUR FACE, PRESS THE B BUTTON TO BAIL. YOU'LL LOSE THE POINTS FOR THE CURRENT TRICK BUT WON'T LOSE ANY OF YOUR IMPORTANT JUICE.

### 125,000 POINT TIMED RUN
2 POINTS

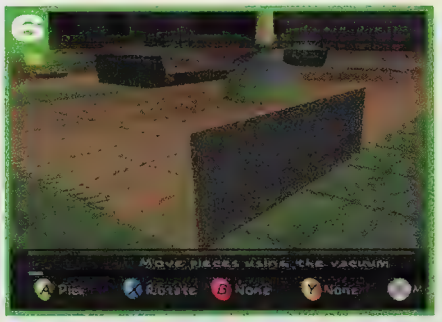
If you talk through the intercom, you'll be given three minutes to score 125,000 points. Use the area near the intercom to perform cess slides and grinds.

### FIND THE BOARDWALK KEY
3 POINTS




Look for the Boardwalk key up in the rafters near the bomber plane. You should be able to reach it by grinding the orange overhead cables.

### PLACE AND TRICK 10 ITEMS
3 POINTS




This is difficult; a ten-trick combo using ten different items on the airfield custom course. Put the items close together and use the horizontal pole as your last trick.

"...the game looks amazing – the explosions, detonations, and other effects are spectacular."
–Computer Games–
Disney's
Treasure Planet
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Ships and
weapons like
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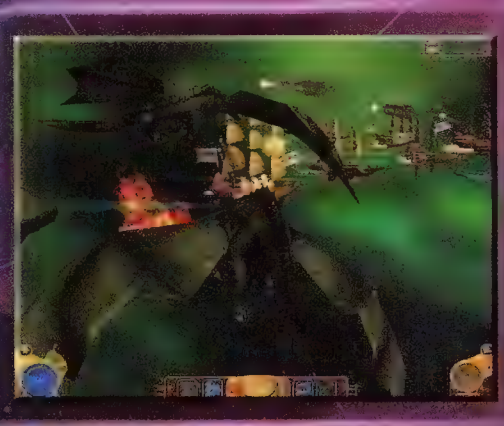
–Computer Gaming World–

Fierce combat with
powerful adversaries

"...the six full servings of multiplayer should more than accommodate even the most gluttonous of gamers."
–IGN–

Strategic online
multiplayer combat

"Treasure Planet is Disney's surprise gem for the holidays."
–Computer Games–



A universe
unlike any other

## SECTION 7 MUSEUM

This is the Xbox-exclusive level, with plenty of things to see and do. Trick your way around three very different exhibits – dinosaur land, Egyptian mummies, and the Viking show.

### FAST SLIDE THE T-REX PHOTO
1 POINTS

Speak to the photographer in the opening hallway then go to the upper balcony above the T-Rex. Jump onto him and press diagonal-left-up (northwest) on the d-pad to do a fast slide.

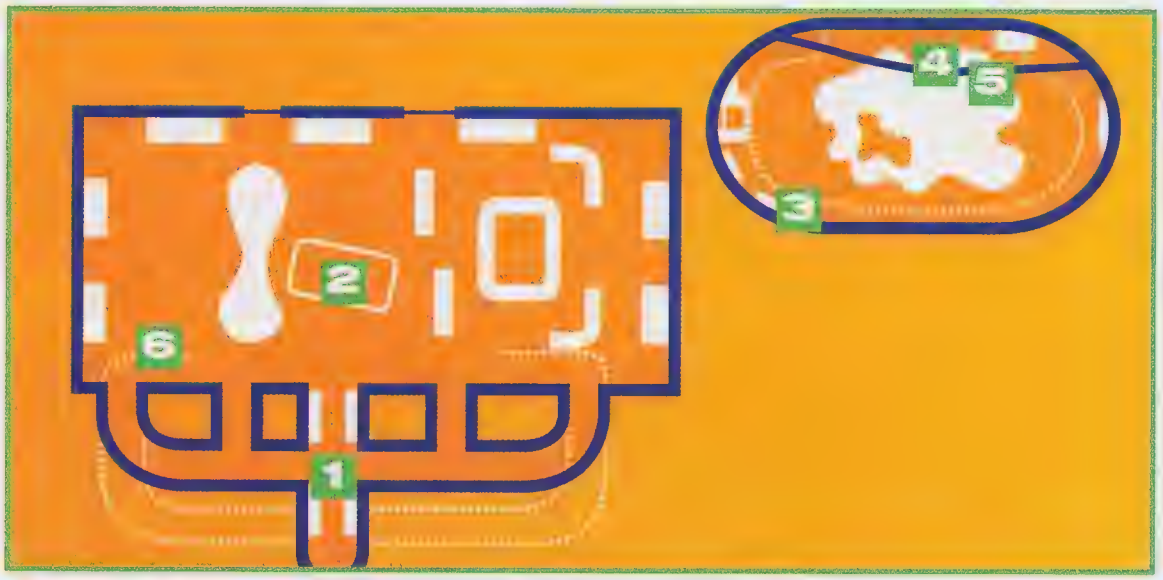
### GRIND THE MAMMOTH DISPLAY
1 POINTS

Use the ramps around the mammoth display to hand plant the top of the cryogenic tank. Grind the circumference of the tank three times and jump on the middle section to break it wide open.

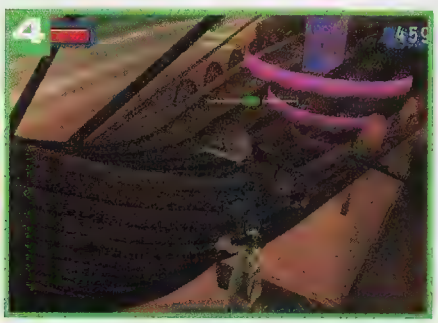
### POLE TRANSFER TO TANK BARREL
2 POINTS

Grind along the rail on the balcony to the upper left of the tank. Transfer to the pole and swing on top of the tank. Switch to a grind as soon as you land on the tank.

GRAB ON TO THE BACK OF A VEHICLE AND GO SKITCHIN' BY SKATING BEHIND IT AND HOLDING DOWN THE B BUTTON.




### GRIND BOTH SIDES OF THE VIKING SHIP
2 POINTS




In the military display room, skate to the highest balcony and grind the yellow cable leading down to the Viking ship. Make sure you grind both sides.

### POLE TRANSFER FIVE VIKING OARS
3 POINTS

Repeat the process from the previous challenge to reach the Viking ship. Instead of grinding, jump onto the first oar and swing from one oar to another.

### DISPLAY-TO-RAIL-TO TRICERATOPS GRIND
2 POINTS

Grind the display case on the balcony above the triceratops, grind transfer to the other balcony then grind transfer to the Triceratops.

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– IE Magazine, Dec. '01, on the VB50HRTV first generation Video Processor from ViewSonic.

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*See the difference.*

# Air Force Delta Storm

## [illegible]

Shoot down any aerial target highlighted in orange on your HUD with guns rather than missiles. Since it's far tougher to do it this way, the bounty you get for destroying it doubles.

# All-Star Baseball

To activate cheat menu, press the L button at the controller selection screen.

To control home run replay, the batting player heads home from third base: press either X, Y, or B and the game will enable you to see the action from a different angle.

# Amped

## [illegible]

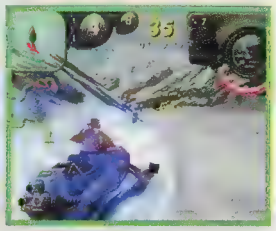
First go to Options from the Main Menu or Career Menu and then enter the Cheats Option. Using the keyboard, enter any of the following cheats. They are case sensitive! To deactivate any of the cheats you must reset your Xbox. Also, you will not be able to save any progress you make while playing with cheats active.

| Function | Cheat |
|---|---|
| Unlock everything | GimmeGimme |
| Super JumpMega | Leg |
| Super Flip | WhirlyGig |
| Bouncy Terrain | MegabOUnce |
| Perfect Landing mode | StickiT |
| Perfect stats | BigsteeZ |
| Sim Boarder Mode | KeepnReal |
| Turn off tree collision | BuzzsaW |
| Pull off tricks faster | ZiPster |
| Play as Raven | RidinwRaven |
| Play as Steezy | ChillinwSteezy |

# Arctic Thunder

## [illegible]

Enter all of the following in at the Main Menu. When entered correctly, a message will appear at the bottom of the page.



**Effect**

Missile mode
X, X, X, WHITE, Y, START

Grappling Hook mode
Y, Y, L TRIGGER, Y, Y, WHITE, START

Boost mode
Y, BLACK, BLACK, Y, R TRIGGER, START

Expert mode (catch-up turned off)
Y, X, Y, Y, X, START

No drones
X, X, Y, Y, WHITE, BLACK, START

Random power-ups
BLACK, R TRIGGER, X, Y, BLACK, R TRIGGER, START

Snow Bomb mode
Y, Y, BLACK, R TRIGGER, START

Rooster-tail mode
BLACK, R TRIGGER, L TRIGGER, WHITE, X, START

Clone mode (all drones are the same character as the player)
WHITE, L TRIGGER, L TRIGGER, Y, WHITE, Y, START

Player is invisible
X, Y, X, R TRIGGER, Y, Y, START

No power-up mode
X, X, Y, X, R TRIGGER, X, START

Super Wheelie mode
Y, WHITE, X, R TRIGGER, X, L TRIGGER, START

# Antz Extreme Racing

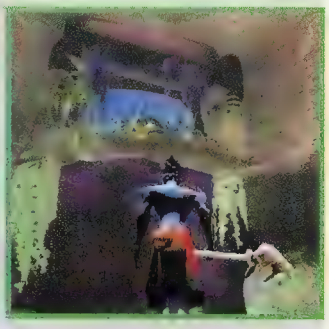
## QuickTip

Never use the brake. Whether on foot, in the air, or in a ground vehicle, it's simply not needed to win any of the races. Throw caution to the wind and accelerate the entire time. There isn't a corner in the entire game that can't be taken at full speed. All you have to do is take the proper angle for each turn. It'll take a couple of tries to figure out the proper turning angle, but it's really pretty simple. Now quit bugging us.

# Azurik: Rise of Perathia

## [illegible]

Azurik cheats are entered QUICKLY during gameplay, without pausing the game. Because you'll have to manipulate both analog sticks in some of these cheats they can be difficult to enable, so keep trying until they work. It may take several attempts until you succeed. You will hear a sound when you enter a cheat correctly.



### SAVE ANYWHERE

WHITE, ↑, ↓, ←, →, click the RIGHT ANALOG STICK. Always try to find a large open area on solid ground before entering this cheat.

### FULL POWER AND HEALTH

Press and hold ← on the D-pad and then rotate the RIGHT ANALOG STICK starting from the right position, counter-clockwise until the RIGHT ANALOG STICK is pointing left. Release ← on the D-pad and then press A, X.

### BIG HEADS

Click the RIGHT ANALOG STICK, RIGHT TRIGGER, ↓, ↑, A.

### CHANGE CAMERA VIEW

RIGHT TRIGGER, ↓, ↑, ↓, ↑, press in the RIGHT ANALOG STICK and let go, press in the LEFT ANALOG STICK and let go. (To control the camera, use the analog sticks, trigger buttons, and the D-pad. Press the A button to eliminate the health and elemental power meters and press BACK to go back to the normal view.)

### ADJUST LIGHTING

A, click the RIGHT ANALOG STICK and let go, B, press in the RIGHT ANALOG STICK and let go, press in the LEFT ANALOG STICK and let go.

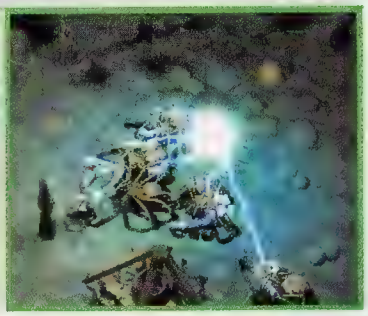
### DEBUG MENU

This cheat can spoil your game if you have your heart set on completing it on your own, so be warned. By entering the following code during gameplay, you will bring up a hidden debug menu. Inside the menu, you'll be able to skip to any level in the game, give yourself all the elemental powers at their maximum strength, and view any cinema in the game. However, when you watch a movie it will repeat over and over again until you shut off your Xbox. To enter the code, do not pause the game – instead, during gameplay, quickly press the LEFT and RIGHT ANALOG STICKS towards each other and then away from each other, A, B, press in the RIGHT ANALOG STICK, press in the LEFT ANALOG STICK. The menu will appear once you get it right, and from there you can skip past whatever tough area you're stuck in.

# Baldur's Gate: Dark Alliance

## QuickTip

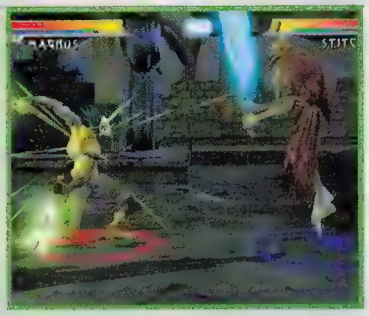
The versatile sorceress boasts bow and arrow, melee, and spell attacks. Pick her for single player. For multiplayer, the archer and the sorceress make the best team, as their ranged attack/melee/magic-based combined arsenal will most efficiently lay waste to your opponents. To beat the first boss, Eye of the Beholder, use melee attack. His bite attack is slow enough to hit him close and dodge his attack. He'll rarely go into his magic attacks while you're up close.



# Barbarian

## QuickTip

One of the coolest elements of *Barbarian* is how players can build up their character's statistics in the quest mode and then use the powered-up character against their friends and regular computer opponents. In order to fully utilize this customization, though, players will do best to pick characters and attributes that mix together well with their own playing style. Here's a quick guide for different fighting styles:



**AGGRESSIVE:** Those of you who love to mash buttons will definitely need to pick up all the attack power and probably the magic attacks for those desperate last moments. Before your friends learn all the intricacies of the fighting system, this is how everyone will play: all-out power combos with very little running around. This style will remain effective throughout the game's lifespan, but the game becomes much more entertaining after you move beyond just using brute force.

**POKING:** The first thing you'll want to pick up is the double jump. It'll allow you lots of extra movement in the air and a great way to retreat. Character speed is also recommended. Poking, a non-fancy term for hitting with quick hits to break down the opponent's shield, is a good strategy in *Barbarian* because blocked combos can leave a player too invested and wide open, whereas quick hits are effective to size up the opponent. This is especially important when you are controlling the larger characters.

**TURTLING:** All defensive attributes, all the time. You'll especially want to focus on your blocking radius so you can effectively guard from better angles than simply facing the opponent. Typically laughed at by hardcore players, turtlers (named because they like to block all attacks and 'hide in their shell') can rack up some wins if they master their blocking timing.

# Batman Vengeance

Press START to get a pause menu in the game and select the batman icon in the middle for a list of cheats. Use these codes to unlock and activate cheats.

To enter the code, press L TRIGGER, R TRIGGER, L TRIGGER, R TRIGGER, X, X, Y, Y at the main menu before you start the game.

You can also get infinite Batarangs and Electric Batarangs by entering L TRIGGER, R TRIGGER, B, WHITE, L TRIGGER in at the main menu.

# Blade II

### ACCESS ALL MISSIONS & MORE

The following codes must be entered at the Main Menu screen. Make sure to hold down the L-Trigger button while entering the codes, or they will not work. If you enter the code correctly, a message will appear in the upper left hand corner of the screen to confirm the cheat.

| Code | Effect |
|---|---|
| Access all missions | Down, Up, Left, Left, B, Right, Down, X |
| Unlock "Daywalker" difficulty | Left, B, Up, Down, X, B, A |
| Unlock all weapons | X, B, Down, Left, B, B, Y |

### INFINITE AMMO & MORE

The following codes must be entered at the Pause Menu (start a game, then hit START to pause). Make sure to hold down the L-Trigger button while entering the codes, or they will not work. If you enter the code correctly, a message will appear above the Pause Menu options to confirm the cheat.

| Code | Effect |
|---|---|
| Infinite ammo | Left, B, Right, X, Up, Y, Down, A |
| Infinite health | Y, X, Y, X, Y, B, Y, B |
| Infinite rage | Left, Down, Left, Down, Right, Up, Right, Up |
| Invulnerability | X, B, Y, A, X, B, Y, A |

# Blood Wake

### BOATLOAD O' CODES

Enter the following cheats in at the title screen. There will be a sound when you press START at the end of each code to confirm correct code entry. If you want to enter more than one cheat, put down the controller and wait for the title screen to reappear after you enter the first cheat.

Infinite ammo
BLACK, WHITE, L TRIGGER, R TRIGGER, RIGHT ANALOG STICK, RIGHT ANALOG STICK, Y, X, START

Infinite turbo
↑, ↑, ↓, ↓, ←, →, ←, →, B, A, START

Unlock all boats
↑, ↓, ←, →, L TRIGGER, B, X, X, RIGHT ANALOG STICK, START

Unlock all battle modes
Y, A, X, B, LEFT ANALOG STICK, RIGHT ANALOG STICK, BLACK, WHITE, R TRIGGER, R TRIGGER, START

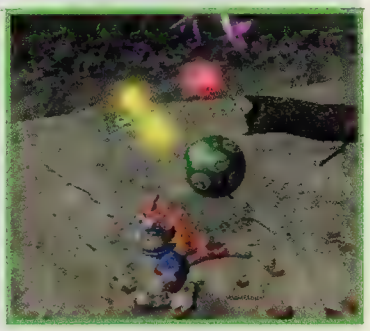
Unlock all arenas
X, Y, ↑, →, ←, ↓, ↑, ↓, L TRIGGER, L TRIGGER, Start

Invincibility
LEFT ANALOG STICK, RIGHT ANALOG STICK, ↓, ←, ↓, ←, B, Y, START

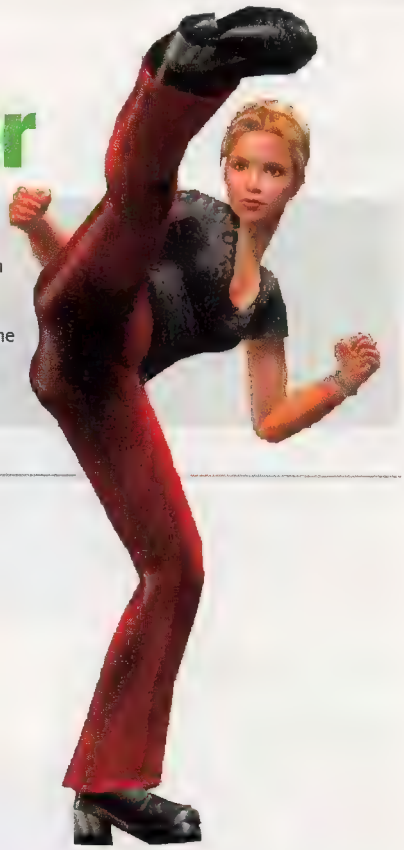
# Blinx: The Time Sweeper

## QuickTip

When trying to choose which sweeper to upgrade to, avoid buying the top-of-the-line heaviest object sweeper (the TS-16000, Level 3) until you've opened up most of the stages. Stick with the TS-4000 Star, Lv. 2 for the bulk of the game, then you can buy the TS-16000 to head back and sweep up as many of those 16-TON weights as possible. Before this, you'll just end up wasting gold to buy and re-buy the TS-16000 – only to discover that you're stuck with a sweeper like the TS-2000 Aladdin, Lv 1+.



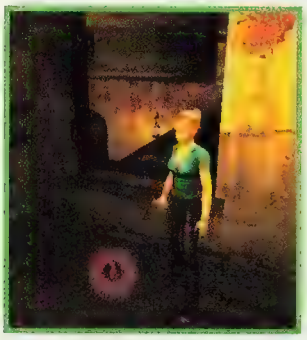
# Buffy the Vampire Slayer



After a long wait for *Buffy* fans and eager action gamers, the game has finally arrived. Now it's up to you to make your way through the hordes of killer vamps, ghoulish demons, and poisonous creatures as everyone's favorite Slayer. You'll no doubt find the game more challenging than you might expect and we're here to help you through by giving you the rundown of where to find those oh-so-precious secret items.

Nearly every stage in the game will contain one or more secret items that will often help you out of tough spots. Whether the item is a mere Elixir or an all-important Crystal to permanently boost your stats – as the game progresses, you'll need all the help you can get. (When there is more than one secret in a given stage, we've tried to list them in "chronological" order – therefore, the secrets closer to the beginning of the stage will be listed first and so on.)

## SPANISH MISSION, CANYON



**(1 Secret)**

**Item:** Elixir

**Location:** On the rooftop through the boarded-up window outside the room where you find the Mission Key.

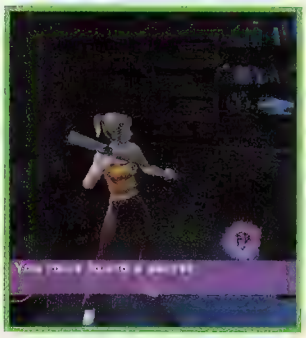
## HIGH SCHOOL, GYMNASIUM

**(1 Secret)**

**Item:** Holy Water Vial

**Location:** In lower floor, off-color bottom locker in hallway downstairs from where you talk to Willow and through the entrance near the Library.

## HIGH SCHOOL, COURTYARD



**(1 Secret)**

**Item:** Holy Elixir

**Location:** In Classroom upstairs from the Library with "Die Slayer" on blackboard. Find the secret item near the overturned teacher's desk.

## HIGH SCHOOL, BOILER ROOM

**(Secret #1)**

**Item:** Elixir

**Location:** Right near the entrance, find the small alcove (filled with pipes) and there should be an iron door that can be opened to reveal the secret item.

## HIGH SCHOOL, BOILER ROOM

**(Secret #2)**

**Item:** Elixir

**Location:** Right after you hear Giles' plea for you to return to the Library, head through the double door and to your left you'll see the last secret item in the room filled with fire.

## HIGH SCHOOL, LIBRARY

**(1 Secret)**

**Item:** Elixir

**Location:** At the start, head up the staircase, then turn right and go through the unlocked door to a classroom. Find the cabinet in the back with its door ajar and kick it open.

## THE BRONZE NIGHTCLUB

**(Secret #1)**

**Item:** Power Crystal

**Location:** Upstairs in the actual club, destroy the small table to get the secret item underneath. (Tip: Do it before the big baddie shows.)

## THE BRONZE NIGHTCLUB

**(Secret #2)**

**Item:** Health Crystal

**Location:** Before you exit, go up the small stone steps in the basement and turn to the staircase. You'll see the item on a wooden platform. Jump across to get it.

## THE BRONZE, EXTERIOR

**(Secret #1)**

**Item:** Elixir

**Location:** After your fight with Spike, go to the rooftops. When you reach the end of the catwalk, drop through the glass roof to land in a secret room. The item is on the counter.

## THE BRONZE, EXTERIOR

**(Secret #2)**

**Item:** Health Crystal

**Location:** In the same secret room, open the double-door closet to reveal the second secret item.

## THE BRONZE, EXTERIOR

**(Secret #3)**

**Item:** Power Crystal

**Location:** Once you shimmy on the pipe to reach the mid-level catwalk, just pick up the secret item on the windowsill.

## THE BRONZE, BACK ALLEYS

**(Secret #1)**

**Item:** Health Crystal

**Location:** Once you get to the ground level, head into the hallway and smash through the boarded opening to reach an area with the secret item.

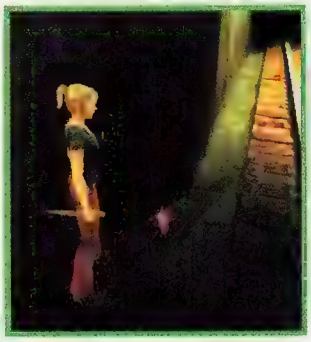
## THE BRONZE, BACK ALLEYS

**(Secret #2)**

**Item:** Power Crystal

**Location:** In the Water Tower area, once you climb the steel drum to reach the catwalks, check out the small dead area against the wall. It's behind the wooden boxes.

## THE BRONZE, RAILROAD



**(Secret #1)**

**Item:** Health Crystal

**Location:** Run down the tracks (avoid the train by ducking into openings) toward the tunnel. You'll find the item near the opening, in an alcove.

## THE BRONZE, RAILROAD

**(Secret #2)**

**Item:** Power Crystal

**Location:** After you shimmy across the long pipe to reach the area across from one of the high rooms, find the alcove before and break the boxes to find the item.

## CEMETERY, ENTRANCE

**(Secret #1)**

**Item:** Health Crystal

**Location:** Smash the large crucifix-shaped headstone with candles in front of it near the big iron gate before you go through any doors. The item is hidden in the tombstone.

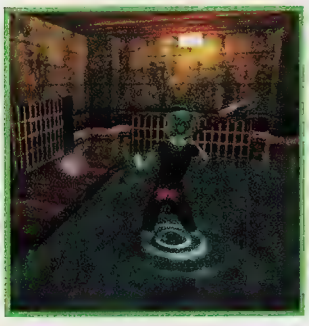
## CEMETERY, ENTRANCE

**(Secret #2)**

**Item:** Elixir

**Location:** In the second open area of the cemetery, on the second level, kick open the door to one of the mausoleums surrounded by candles. Kill the ghoul and pick up the item.

## CEMETERY, ENTRANCE

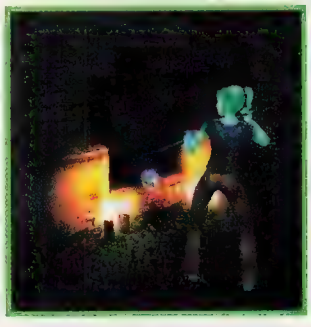


**(Secret #3)**

**Item:** Power Crystal

**Location:** Once in the second mausoleum, fight the big Vampire. Drop into the water through the hole in the floor; find it at the end of the short tunnel.

## CEMETERY, GRAVEYARD

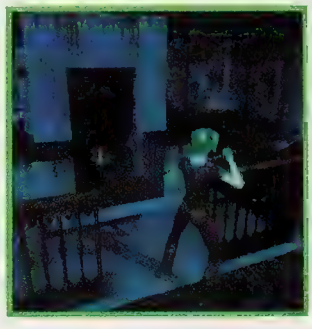


**(Secret #1)**

**Item:** Power Crystal

**Location:** Head through the iron gate (opened by an unfortunate victim). Look for the candles at the dead end. Kick the wall between the candles.

## CEMETERY, GRAVEYARD



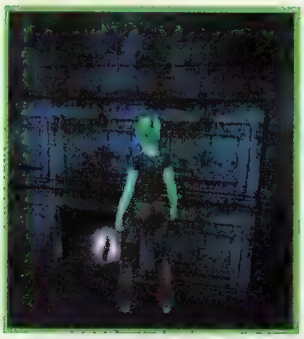
**(Secret #2)**

**Item:** Holy Water Vial

**Location:** In the same area as where you found Secret #1, find the mausoleum door (broken open by a demon) and the secret item is waiting inside.

# Buffy the Vampire Slayer (continued)

## CEMETERY, GRAVEYARD



**(Secret #3)**

**Item:** Health Crystal

**Location:** In the crypt, where you're attacked by two vampires and two ghouls, check the lower row of coffins after the fight. The item is sitting in one of the opened coffins.

## CEMETERY, CRYPTS

**(Secret #1)**

**Item:** Health Crystal

**Location:** In the crypt, where you're attacked by a demon dog, make sure to clear the area. Before you proceed, pick up the secret item from the open lower coffin.

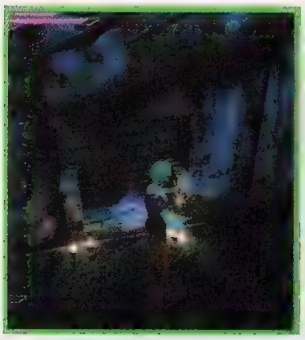
## CEMETERY, CRYPTS

**(Secret #2)**

**Item:** Elixir

**Location:** In the next open area of the graveyard (after Willow cinema), after you've cleared the ghouls that surround you, you'll find the secret item near a coffin flanked by candles.

## CEMETERY, CRYPTS

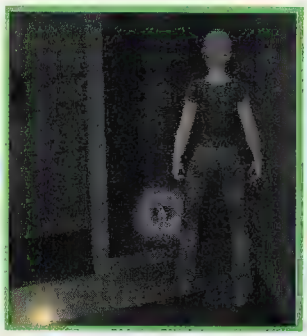


**(Secret #3)**

**Item:** Power Crystal

**Location:** In the same area as above, find the set of candles lined up against the far wall and smash through the area between them to reveal the last secret item.

## MAUSOLEUM, SECRET PASSAGEWAYS

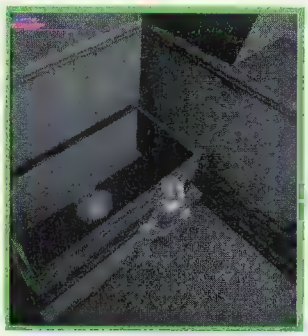


**(Secret #1)**

**Item:** Elixir

**Location:** To the right of the first Wall Switch, find the altar. Jump onto the altar and kick through the right-hand wall plate to grab the secret item.

## MAUSOLEUM, SECRET PASSAGEWAYS



**(Secret #2)**

**Item:** Health Crystal

**Location:** From the main room in the mausoleum, hit both switches. Go down the right-hand passage. The item is at the very end of the sunken hallway in the left-hand open coffin.

## MAUSOLEUM, SECRET PASSAGEWAYS

**(Secret #3)**

**Item:** Power Crystal

**Location:** Once you clear the left-hand tunnel, a door reveals a hall leading back to the main room. At the turn, kick through the weakened-looking wall to get the secret.

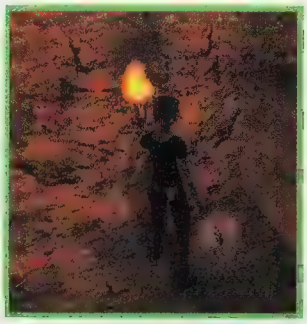
## MAUSOLEUM, THE CATACOMBS

**(Secret #1)**

**Item:** Health Crystal

**Location:** In the room with the waterfalls, find the glowing green skull on the underside of the walkways. Shoot it with an arrow: you'll unlock an altar just below where the skull was.

## MAUSOLEUM, THE CATACOMBS



**(Secret #2)**

**Item:** Power Crystal

**Location:** When you near the very end of the stage, when you light the last cinder and ash bowl, look down the middle chasm and you'll see the secret item near the bottom. Carefully pick it up.

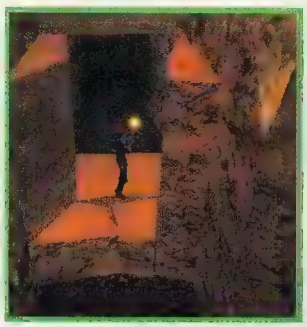
## SUNKEN CHURCH, BRIDGE

**(Secret #1)**

**Item:** Power Crystal

**Location:** Located right above the first Holy Water fountain just past the bridge. You'll have to climb up to it using the rocks on the left side of the fountain.

## SUNKEN CHURCH, BRIDGE

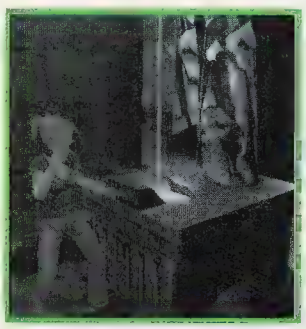


**(Secret #2)**

**Item:** Health Crystal

**Location:** Just past the evil spirit barrier, find the small opening leading to a platform below. Drop down and stomp it (Action button) to break through to a hidden chamber with the item.

## SUNKEN CHURCH, WEST WING



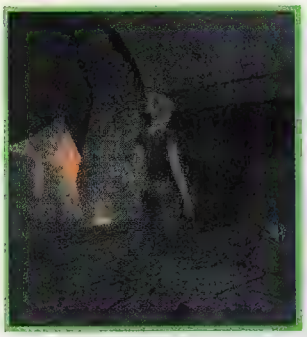
**(Secret #1)**

**Item:** Health Crystal

**Location:** Near the fallen pillar in the center of the stage, you'll find a statue flanked on either side by crucifix headstones. Smash both headstones and the secret item will fall from the statue.

# Buffy the Vampire Slayer (continued)

## SUNKEN CHURCH, WEST WING

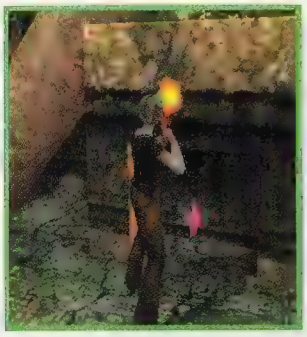


**(Secret #2)**

**Item:** Power Crystal

**Location:** Near the second cinder and ash bowl that you light, look behind you. Near the top of the wide staircase lit by candles, break through one of the side walls.

## SUNKEN CHURCH, BAPTISTERY



**(Secret #1)**

**Item:** Health Crystal

**Location:** In the moonlit hall off the entrance area, kick in the light gray stone relief near the bottom of stone pedestal along the wall (near the corpse) to retrieve the secret item.

## SUNKEN CHURCH, BAPTISTERY

**(Secret #2)**

**Item:** Power Crystal

**Location:** In the hall with the hanging spiders, hit the gray switch near the entrance on the right wall. Press it to reveal a hidden compartment in the staircase with the secret item.

## MANSION, MAIN HALL

**(Secret #1)**

**Item:** Health Crystal

**Location:** On the side patio, clear out the Hanoch Demons first, then hit the white diamond switch near the door to reveal a secret door that will open up to reveal the Health Crystal.

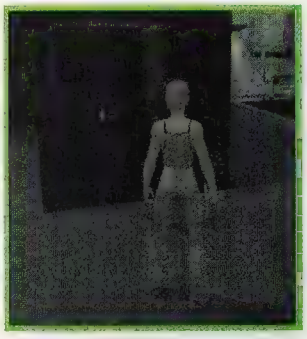
## MANSION, MAIN HALL

**(Secret #2)**

**Item:** Power Crystal

**Location:** At the last door with three diamonds, hit the blue switch, raising metal shutters on the windows. Hop into yard. Hit the white switch to raise steps to the item in first patio near entrance.

## DOCKS, LOADING AREA



**(Secret #1)**

**Item:** Health Crystal

**Location:** Once you make it into the first cargo bay, head toward conveyor belt and hit the flammable steel can sitting next to the red freight carrier (next to the water). Inside is the item.

## DOCKS, LOADING AREA

**(Secret #2)**

**Item:** Power Crystal

**Location:** On the box conveyor belt inside the docking bay, be quick and grab the secret item from the far end of the belt while outrunning the boxes.

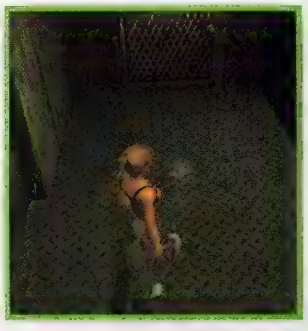
## DOCKS, SHIPPING

**(Secret #1)**

**Item:** Health Crystal

**Location:** In the first kitchen you come across, make sure to check out the lower cabinet beneath the microwave. Kick it in to grab the secret item.

## DOCKS, SHIPPING

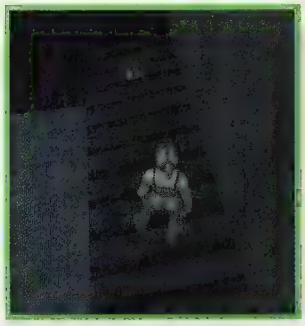


**(Secret #2)**

**Item:** Power Crystal

**Location:** In the large warehouse area, you'll have to hop across the wooden boxes in the water to reach the far platform. Climb up the ladder there to grab the secret item.

## DOCKS, WHARF



**(Secret #1)**

**Item:** Health Crystal

**Location:** Once on the metal rooftops near the start of the stage, explore the far end of the outer edge of the rooftop to find the secret item.

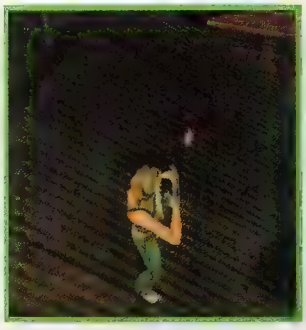
## DOCKS, WHARF

**(Secret #2)**

**Item:** Power Crystal

**Location:** After defeating the Mutant in the hall, exit the hall and go down the long dead-end walkway to your left. At the end, open the grate to grab the secret item.

## DOCKS, CRANE



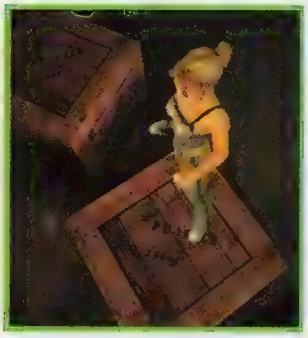
**(Secret #1)**

**Item:** Health Crystal

**Location:** On the pier where you fight the three water demons, you'll see the item on an awning. Climb across the boxes; jump onto the awning and fetch the item.

# Buffy the Vampire Slayer (continued)

## DOCKS, CRANE



**(Secret #2)**

**Item:** Power Crystal

**Location:** After turning on the sprinklers to short circuit the keylock off the pier, check back in the front room behind the wooden crates that were ablaze. The item is there.

## LIBRARY, GANG MEETING 5

**(Secret #1)**

**Item:** Power Crystal

**Location:** In the upper level of the library, find the standing bookcase second from the left. Hit the action button to pull a book that opens the cage. Inside the cage, you'll find the item.

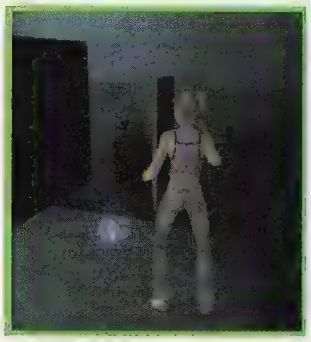
## LIBRARY, GANG MEETING 5

**(Secret #2)**

**Item:** Health Crystal

**Location:** After you fight the Hanoch Demon and you're back in the Library, head into Giles' office to pick up the secret item on his desk.

## HIGH SCHOOL, HALLWAY



**(Secret #1)**

**Item:** Power Crystal

**Location:** Once you grab the Keycard from the basement of the boys' bathroom, go back to the entrance hall and re-enter the bathroom. The item is now inside.

## HIGH SCHOOL, HALLWAY

**(Secret #2)**

**Item:** Hellfire Vial/Holy Elixir

**Location:** In courtyard, head through double doors behind female victim's corpse. Enter Nurse's Office to get at the supply room through the window. The items are inside.

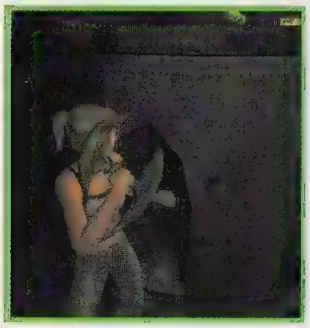
## HIGH SCHOOL, HALLWAY

**(Secret #3)**

**Item:** Health Crystal

**Location:** In the courtyard, head to the second-floor landing and find the stone awnings along the building wall leading to a small balcony. The item is on the balcony.

## HIGH SCHOOL, SEWERS

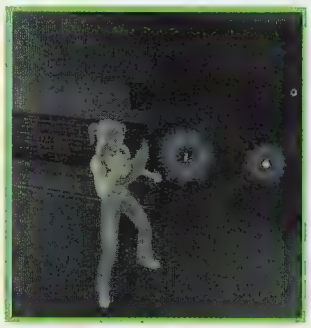


**(Secret #1)**

**Item:** Health Crystal

**Location:** At the very start of the stage, you'll see two large cylindrical tanks on either side of you. Kick in the left side of the left tank to crack it open and reveal the item.

## HIGH SCHOOL, SEWERS

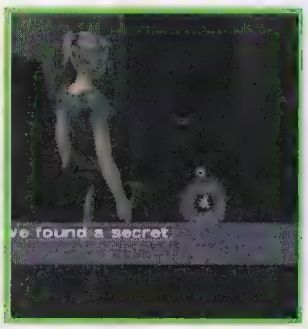


**(Secret #2)**

**Item:** Hellfire Vial/Holy Water Vial

**Location:** In first sewer area, examine the wall along the lower platform. Smash through the weakened area near the small ramp leading upwards.

## FOUNDRY, ELEVATOR

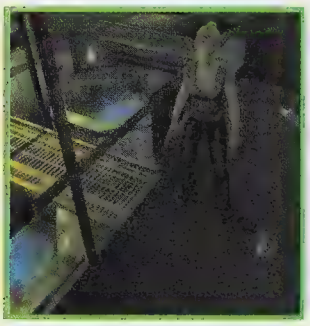



**(Secret #1)**

**Item:** Elixir

**Location:** In the early area where you are attacked by two vampires, make sure to try to open the greenish lockers. Inside one of them, you'll find the secret item.

## FOUNDRY, ELEVATOR



**(Secret #4)**

**Item:** Power Crystal

**Location:** Once the hatch is open, exit the control room and walk across large pipe at the end of the catwalk to reach a new area. Follow the catwalk to the item.

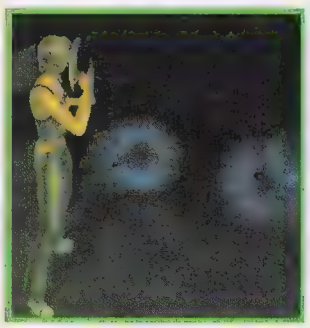
## HIGH SCHOOL, SEWERS

**(Secret #3)**

**Item:** Elixir

**Location:** Where you fight two water demons and a Hanoch demon, make sure to grab the secret item from the dead-end sewer pipe down at the bottom in the sewer water.

## HIGH SCHOOL, SEWERS



**(Secret #4)**

**Item:** Hellfire/ Blessed Bolts

**Location:** In the same area #3, go to the small landing with two flammable steel barrels. Punch through the long wall on the landing to reveal the secret items.

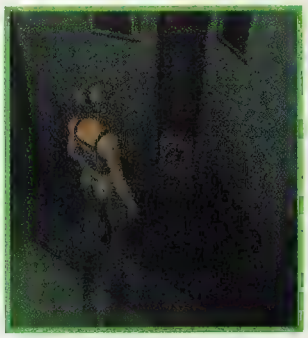
### HIGH SCHOOL, SEWERS

**(Secret #5)**

**Item:** Power Crystal

**Location:** In the small room where fight two Hanoch demons, enter the small area where one of the demons breaks through the wall. You'll find the item inside.

### HIGH SCHOOL, BASEMENT



**(Secret #1)**

**Item:** Elixir

**Location:** At the start of the stage before you go exploring, make sure to open the double iron-gray doors near the busted Exit doors. The item is just inside.

### HIGH SCHOOL, BASEMENT

**(Secret #2)**

**Item:** Health Crystal

**Location:** Once you descend the double staircase, head toward the dead end blocked by tossed lockers and enter the boys' bathroom. Fight the vamp and pick up the item in the stall.

### HIGH SCHOOL, BASEMENT

**(Secret #3)**

**Item:** Power Crystal

**Location:** In the same area as the bomb you must diffuse, find the wooden box near the double red doors that are locked. Smash it to retrieve the item inside.

### FOUNDRY, YARD

**(Secret #1)**

**Item:** Holy Elixir

**Location:** Cross narrow bridge. From the first room, find side room with a ladder leading up to the catwalk. Follow to the end; smash open the small wooden box to get the item.

### FOUNDRY, YARD

**(Secret #2)**

**Item:** Holy Elixir

**Location:** After picking up the Conveyor Key and defeating the demons, explore the loading bay on the ground level. In one of the boxes you'll find the secret item.

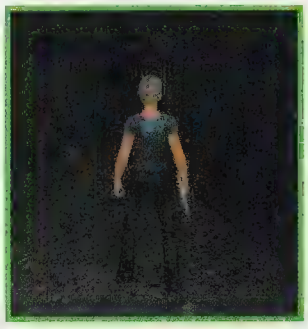
### FOUNDRY, YARD

**(Secret #3)**

**Item:** Health Crystal

**Location:** On the ground level near the far end of the bridge, there's a stack of three wooden crates with one small box on top, which holds the secret item.

### FOUNDRY, YARD

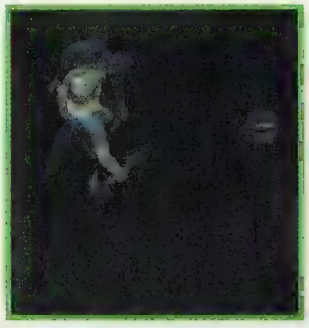


**(Secret #4)**

**Item:** Power Crystal

**Location:** After you try to activate the conveyor belt, exit the area and examine the belt. Above, you'll see a spinning "biohazard" sign. Shoot it with a crossbow.

### FOUNDRY, ELEVATOR



**(Secret #2)**

**Item:** Health Crystal

**Location:** After opening the door blocked by steam, go down stairwell and examine the area. Next to the corpse, smash the wall to reveal the secret item.

### FOUNDRY, ELEVATOR

**(Secret #3)**

**Item:** Hell Fire Vial

**Location:** In the room with the lever to open the hatch door exit, make sure to open the lockers to find the secret item.

### FOUNDRY, ELEVATOR

**(Secret #4)**

**Item:** Elixir

**Location:** On ground level, after opening the hatch and defeating the Hanoch demons, you'll find that one of them has created a hole in the stone wall with a secret item inside.

### FOUNDRY, CONVEYOR SYSTEM

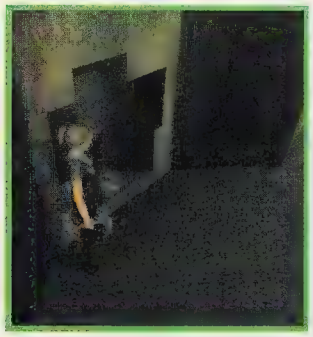
**(Secret #1)**

**Item:** Health Crystal

**Location:** Just above the fire pit, near the the pouring molten iron, look up. When a boiler passes through the doors, shoot the red and white "Do Not Enter" sign.

# Buffy the Vampire Slayer (continued)

## FOUNDRY, CONVEYOR SYSTEM



**(Secret #2)**

**Item:** Power Crystal

**Location:** In the fenced area facing the long beam leading to the stage exit, smash through the stone wall nearest the opening created by the Hanoch demons to pick up the item.

## FOUNDRY, ORE PROCESSING

**(Secret #1)**

**Item:** Power Crystal

**Location:** In the pipe room with the spiders and Hanoch Demons, climb onto the pipes along the wall opposite the entrance. Smash through the stone wall to reveal the item.

## FOUNDRY, ORE PROCESSING

**(Secret #2)**

**Item:** Health Crystal

**Location:** Near elevator on main floor, there's a slim catwalk to the left of the fire pit. Climb on the catwalk, use an arrow on the canisters at the edge of the platform and retrieve the item.

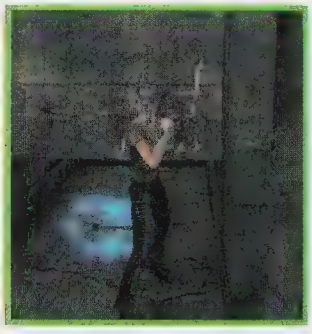
## SUNKEN CHURCH, TUNNELS

**(Secret #1)**

**Item:** Holy Water Vial

**Location:** In the control area with three switches attached to the giant fan, smash through the stone side of the staircase to reveal the secret item.

## SUNKEN CHURCH, FIRE BRIDGE

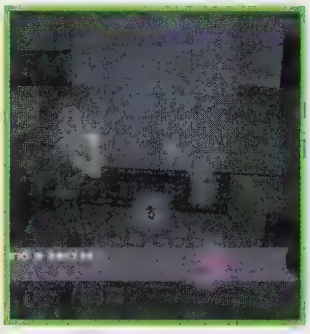


**(Secret #1)**

**Item:** Crossbow Bolts

**Location:** On the right side of the façade of the church, explore the far-right stone wall. At the corner of the building wall, smash the stone to reveal the secret item.

## SUNKEN CHURCH, EAST WING



**(Secret #1)**

**Item:** Holy Elixir

**Location:** At the start of the stage, head to the wide stone staircase. At the foot of the stair, smash the right-hand wall to uncover the secret item.

## SUNKEN CHURCH, EAST WING

**(Secret #2)**

**Item:** Elixir

**Location:** Once you cross the fallen pillar bridge, and after you clear the Hanoch demons, look around the far corner to find the item in a shallow pit on the ground.

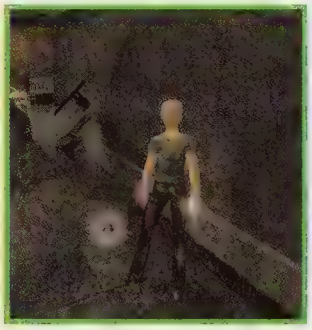
## SUNKEN CHURCH, EAST WING

**(Secret #3)**

**Item:** Holy Elixir

**Location:** Once in the actual church (past the lava pit area), head down the red-carpeted staircase. Explore behind the staircase by kicking through the wall to find the secret item.

## DREAMERS' REALM, MAZE



**(Secret #1)**

**Item:** Elixir

**Location:** Once you can cross the large hallway gap, press the green button on other side so a platform appears in the square hole in the ground. Jump across and fetch the secret item.

## TWO PLAYER BUFFY?

**With the modern technology of cheats, you too can play as the Dark Slayer, access unlimited Slayer Power or have a friend join in as a Hanoch Demon in "Arena Mode." How do you do this?**

**At the Extras menu, enter in any of the following codes. You will hear a noise if you enter the codes in correctly.**

| Effect | Cheat |
|---|---|
| Unlock Arena 1 | |
| Unlock Arenas 1-2 | |
| Unlock Arenas 1-3 | |
| Unlock Arenas 1-4 | |
| Play arena maps as Dark Slayer | |
| Infinite Slayer power | |
| Infinite health | |

**Please note that when you have the health cheat activated, you can still die from falls, etc. But you will be immune to damage sustained from enemies through kicks, punches, and the like.**

# Buffy Arena

We've already given you a complete list of locations of the secrets in the game and the full lowdown on some of the extra hidden goodies to be found in *Buffy*! Now we've got more. Think two-player mode – think being able to kick and punch as the Dark Slayer – and if you think we're lying, think again...

It's Buffy-on-Buffy action in Arena Mode!

A second player can take control of summoned creatures in the secret Arena Mode.

# Buffy the Vampire Slayer: Complete Arena Mode Guide

Bet you didn't know that there's a complete four-player fighting game hidden deep within *Buffy the Vampire Slayer*. Well, there is and we've got the scoop on how to access it and all the info you need to master it!

## HOW TO PLAY ARENA MODE

Once you've selected one of the four different Arenas to play in, Buffy will appear and so will four different-colored circles. If you place Buffy on top of any of the colored circles and press the Action button, she will summon anywhere from one to four foes to do battle with. If you have other controllers plugged into your Xbox, a friend can then join in and control any of the summoned creatures!

Depending on how many friends are playing with you, they can either choose one creature to control or (if you're playing against only one friend and there are multiple summoned enemies) they can toggle between the different enemies by pressing START to switch to the creature closest to Buffy. Player one will always control Buffy or the Dark Slayer Buffy (if you have the Dark Slayer cheat activated).

Once Buffy defeats all the creatures spawned from the colored circles, a boss fight or team fight will ensue. If Buffy clears the boss fight, then the arena will be "conquered." But be aware that, just like in the regular game, Buffy and her foes can only be completely defeated by finishing moves. Therefore, if you're controlling one of the enemies, you must know their "Kill Moves" in order to finish off Buffy.

## EVERY ENEMY – EVERY MOVE!

Straight from the development team behind Buffy the Vampire Slayer comes a full list of moves and strategies on how to use every enemy character in the Secret Arena Mode!

## CHARACTER: THE DARK SLAYER

**Overview:** The Dark Slayer is basically a mirror image of Buffy in that she equals her in power and battle skills. But she has a few tricks up her sleeve. You'll find that she has all the same basic, primary and special moves as Buffy, but keep an eye out for her Kill Move and a special Defense Move.

**Primary moves**
Same full moves list as Buffy.

**Special Moves**
Same as Buffy plus:

**Mysterious Magic Weapon Conjuring:**
Sometimes, automatically Dark Slayer will just conjure a mimic of any weapon Buffy is currently holding! Sometimes the weapon is real, others just a trick that explodes into mist when used. It is a complete mystery how or why she does this.

**Kill moves**
Dark Head-Butt/Dark Snap Tap Fwd + Punch + Kick

**Dodge/Defense Moves**

| | |
|---|---|
| Creepy Air Flip Recover | Punch while mid air at the start of a standard back fall. |

## CHARACTER: THE MATEREANI

**Overview:** The Matereani is a solid choice for its good melee fighting and brutal multi-hit death combos. But, if you're really wanting to get the most out of using the Materaeni, then utilize its summon ability to conjure two zombies. They will distract Buffy long enough to sneak in for a lethal attack. But be careful to guard your Amulet! With too many hits to the jewel, not only will the Materaeni be quickly dusted, but so will its undead minions.

**Primary moves**

| | |
|---|---|
| Claw Stab | Punch |
| Soul-Crusher Punch | Tap Fwd + Punch |
| Soul-Crusher | Knee In-Close + Kick |
| Shift Press Kick | Kick |

**Secondary moves**

| | |
|---|---|
| Summon Undead | Hold Stalk, Double Tap Back + Use |

[NOTE: Spawns two zombie types at random: Ozzie (old male) or Harriet (old female). After the first cast, this can only be used when there are no more zombies alive. You can summon endless waves of zombies!]

| | |
|---|---|
| Dark Teleport Back | Hold Stalk, Back + Jump |
| [NOTE: Causes six-second teleport magic recharge.] | |
| Dark Teleport Front | Hold Stalk, Jump (can press Fwd also) |
| [NOTE: Causes six-second teleport magic recharge.] | |
| Summon Vortex Sprits | 360 + Punch. |

# Buffy the Vampire Slayer (continued)

[This summons the spirits of the Undead (you'll hear chanting) allowing ten seconds to cast "The Vortex of Despair." Once chanting cuts off, the vortex spirits must be summoned again but there is a ten-second delay.]

**Kill moves**

| | |
|---|---|
| Dark Palm Press | Double Tap Fwd + Punch. |

[NOTE: Victim must be critical and not blocking.]

| | |
|---|---|
| Vortex Of Despair | 360 + Punch |

[NOTE: Requires Summon Vortex Spirits spell to be cast. Once Vortex is unleashed there is a ten-second delay before the Vortex Summon Spell can be cast again. Caution! This can kill zombies!!]

**Dodge/Defense Moves**

| | |
|---|---|
| Dark Deflect | Hold Stalk + Use |

[NOTE: Can deflect some attacks, but leaves you vulnerable if you miss.]

**Good Combo Example**

| | |
|---|---|
| Slicing Palm Press Combo | Punch, Punch, Kick, Punch then 2in1 into a double tap + Punch to finish with the Dark Palm Press. |

## CHARACTER: ZOMBIES

There are two different zombie types, either female (Harriet) or male (Ozy). Ozy is tougher, as he takes more hits to "break" and can spit bile even when he's simply a torso. Although they break easily and can't block, they're especially dangerous when left crawling. Zombies can only survive if the Materaeni is alive.

[Note: All moves assume zombie is in one piece unless noted. Once parts start falling off you will lose some moves.]

**Primary moves**

| | |
|---|---|
| Left Claw | Punch |
| Right Claw (Harriet Only) | Kick |
| Frenzy Bite | Tap Fwd + Punch |
| Right Dual Claw | Walk or Run + Punch |
| Left Dual Claw | Walk or Run + Kick |

**Special Moves**

| | |
|---|---|
| Bile Spit | Kick (Ozzie only when has lost both arms but still can stand) |
| Crawling Snap Bite | Tap Fwd + Punch (if crippled and crawling) |
| Crawling Frenzy Bite | Tap Fwd + Kick (if crippled and crawling) |

**Kill moves**

| | |
|---|---|
| "The Munchies" Neck Bite | In-close + Hold Stalk + Punch |
| Shambling Neck Bite | Hold Stalk + Punch |
| Fly-Bones | Kick (Ozzie only) |

[Note: Only kills if Buffy if she is on her feet.]

| | |
|---|---|
| Crawling Fly-Bones | Kick (if crippled and crawling) |

**Dodge/Defense Moves**

None and unable to block!

**Good Combo Example**

| | |
|---|---|
| Frenzy Bite | Tap Fwd + Punch |

[Note: Zombies have almost no combos.]

## CHARACTER: ZOMBIE DEMON

**Overview:** Zombie Demons are fast and good at a distance at surprise attacks. Up close, they must rely on offense as they cannot block. Like the Materaeni, their strength (a magic orb in their guts) is also their weak point – they're also highly susceptible to Hell Fire. They'll have to attack in groups to take Buffy down.

**Primary moves**

| | |
|---|---|
| Left Bone Smash | Punch |
| Backhand Blade | Tap Fwd + Punch |
| Blade Axe Kick | Kick |
| Dead Jump | Jump |

**Special Moves**

| | |
|---|---|
| Unnatural Spinner | Jump to Dead Jump, then quickly press Jump again. |

[NOTE: This is used to trick and intimidate enemies.]

| | |
|---|---|
| Flying Roar Taunt | Use (once in the Unnatural Spinner) |
| Unnatural Leaper | Hold Stalk, Button Double Tap Jump |
| Dead Hammer | Punch (from the Dead Jump) |
| Ultra-Ripper | Double Tap Fwd + Kick |
| Blade Ultra-Sweep | Hold Stalk + Tap Back + Kick |

**Kill moves**

| | |
|---|---|
| Soul Impaler | Kick (from either the Unnatural Leaper or Unnatural Spinner) |
| Blade Elbow Crusher | Double Tap Fwd + Punch. |

**Dodge/Defense Moves**

| | |
|---|---|
| Rip Deflect | Hold Stalk + Use |

[NOTE: Can deflect some attacks, but leaves him vulnerable if he misses. A successful deflect will turn into an countering rip spin.]

| | |
|---|---|
| Dead Rush | Hold Stalk + Stick any direction + Jump |

**Good Combo Example**

| | |
|---|---|
| Ultra-Sweep Soul-Impaler! Combo | Hold Stalk + Tap Back + Kick, Hold Stalk, Double Tap Jump (Unnatural Leaper) then on the way up immediately press Kick to do the Soul Impaler. |

## CHARACTER: MALIK

**Overview:** Malik is a powerful vampire that has mastered extending his powers beyond his reach. He has shredding combos and great dodging defenses. He can kill with magic or by drinking his victim dry.

**Primary moves**

| | |
|---|---|
| Roundhouse | Kick |
| Jab | Punch |
| Reaping Punch | Forward + Punch |

**Special Moves**

| | |
|---|---|
| Blast Kick | Tap Forward + Kick |
| Flying Round House | Run + Kick |

**Kill moves**

| | |
|---|---|
| Bite | Punch + Kick |
| Rhak Blast | Double Tap Forward + Punch |

**Dodge/Defense Moves**

| | |
|---|---|
| Dodge | Hold Stalk, Any Direction + Jump |

**Good Combo Example**

| | |
|---|---|
| Reaping Punch Combo | Fwd + Punch (continue holding Fwd during entire combo), Punch, Punch, Punch, Punch |

## CHARACTER: LAMIA DEMON

**Overview:** The Lamia is the Scylla transformed into a hideous half snake demon. The Lamia is good at hitting enemies at long range with tail attacks and can regain her health with the Mind Drain.

**Primary moves**

| | |
|---|---|
| Forward Tail Swipe | Kick |
| Claw Blade | Punch |
| Right Slash | Hold Stalk, Back + Punch |

**Special Moves**

| | |
|---|---|
| Flying Tail Smash | Hold Stalk, Back + Kick |
| Upper Slash Lifter | Hold Stalk, Punch |
| Claw Spin Tail Swipe | Forward + Kick |

**Kill moves**

| | |
|---|---|
| Death Kiss | Hold Stalk, Fwd + Punch |
| Mind Drain | Back + Punch |

**Dodge/Defense Moves**

| | |
|---|---|
| Dodge | Hold Stalk, Any Direction + Jump |

**Good Combo Example**

| | |
|---|---|
| Slash Lifter Combo | Hold Stalk + Punch, Release Stalk + Punch. |

## CHARACTER: RAVER GIRLS (MAGENTA & FRIENDS)

**Overview:** Magenta and her Raver Girl friends may not have a lot of power, but they're quick and can combo Cart Wheel Kicks to pound Buffy in to submission before delivering a final, lethal Bite attack.

**Primary moves**

| | |
|---|---|
| Round House | Kick |
| Jab | Punch |
| Uppercut | Forward + Punch |
| Front Round House | Tap Forward + Kick |
| Ultra Spin Kick | Hold Stalk, Forward + Kick |
| Fast Back Round Kick | Hold Stalk, Back + Kick |
| Ultra Gut Kick | Tap Back + Kick |

**Special Moves**

| | |
|---|---|
| Cart Wheel Kick | Run Forward + Kick |

**Kill moves**

| | |
|---|---|
| Bite | Punch + Kick |

**Dodge/Defense Moves**
None

**Good Combo Example**

| | |
|---|---|
| Wheel Kick Combo | Cart Wheel Kick Run Forward + Kick |

## CHARACTER: GRIM

**Overview:** Grim is big for a reason. His power and inability to be thrown work in his favor. But take care if you use him, as he cannot dodge projectile attacks, so use caution if the Slayer is wielding a range weapon or stake. Rely on his brute strength at close fighting.

**Primary moves**

| | |
|---|---|
| Uber Pimp Slap | Back + Punch |
| Left Gut Crusher | In-Close + Tap Fwd + Punch |
| Right Smash | Run + Punch |
| Left Back Hand | Punch |
| Crusher Knee | Kick |
| Skull Hammer | In-Close + Use |

**Special Moves**

| | |
|---|---|
| Bull Charge | Double Tap Fwd + Use |
| Ultra-Hammer | Double Tap Fwd + Punch |

**Kill moves**

| | |
|---|---|
| Big Choke/Skull Crush | Punch + Kick |
| Skull Stomp | Kick (when victim is on lying ground only) |

**Dodge/Defense Moves**
None

**Good Combo Example**
Elbow Smash Skull Stomp Combo Tap Fwd + Punch, Punch, Punch (Elbow that knocks down victim), then Kick to finish with the Skull Stomp (with enemy lying on ground).

## CHARACTER: THE GRUNT BOYS (DWIGHT & FRIENDS)

**Overview:** The Grunt Boys aren't highly recommended to those sincerely wanting to take the Slayer down. Their flailing combat style and medium strength leaves them the only alternative of ganging up on Buffy for a lucky bite. Try to whittle down her health before really swooping in for a taste, though.

**Primary moves**

| | |
|---|---|
| Round House | Kick |
| Jab | Punch |
| Aggressive Pounce | Tap Forward + Kick |
| Weak Left Punch | Tap Forward + Punch |
| Chest Butt | Back + Punch |
| Fliping Kick | Run Forward + Kick |
| Falling Kick | Back + Kick |

**Special Moves**

| | |
|---|---|
| Wind Mill Punch | Run Forward + Punch |

**Kill moves**

| | |
|---|---|
| Bite | Punch + Kick |

**Dodge/Defense Moves**
None

**Good Combo Example**

| | |
|---|---|
| Schoolyard Combo | Run Forward, Punch (repeat for many hits) |

## CHARACTER SPIKE

**Overview:** Spike is, well, Spike. His power and strength are definitely evenly on par with Buffy's and using his quickness to pummel her into submission is the best bet for slapping on a last, lethal bite.

**Primary moves**

| | |
|---|---|
| Spin Kick | Kick |
| Heavy Punch | Punch |
| Left Back Hand | Back + Punch |

# Buffy the Vampire Slayer (continued)

| | |
|---|---|
| Upper Cut | Forward + Punch |
| Round House Kick | Back + Kick |
| **Special Moves** | |
| Front Stun Kick | Forward + Kick |
| **Kill moves** | |
| Bite | Punch + Kick |
| **Dodge/Defense Moves** | |
| Dodge | Hold Stalk, Any Direction + Jump |
| **Good Combo Example** | |
| Heavy Punch Combo Punch, Punch, Punch, Kick | |

## CHARACTER: POSSESSED ANGEL

**Overview:** Why is Angel still possessed by the Master in Arena Mode? Don't ask – simply use his newfound skills to wreak havoc on Buffy with a series of quick-paced combos and finish it off with either a love Bite or a Mesmerizing kill move.

| | |
|---|---|
| **Primary moves** | |
| Spin Kick | Kick |
| Jab | Punch |
| Back Flip | Back + Kick |
| Hop Blast Kick | Tap Forward + Kick |
| Quick Right | Tap Forward + Punch |
| Upper Cut | Forward + Punch |
| Right Cross | Tap Forward + Punch |
| **Special Moves** | |
| Smash | Tap Back + Punch |
| **Kill moves** | |
| Bite | Punch + Kick |
| Mesmerize | Double Tap Forward + Punch |
| **Dodge/Defense Moves** | |
| Dodge | Hold Stalk, Any Direction + Jump |
| **Good Combo Example** | |
| Brawl Combo | Tap Forward + Punch, Punch, Punch, Kick |

## CHARACTER: THE SCREAMER DEMON

**Overview:** The Scream Demons are creepy loping monsters that love to tear at their victims with claws and leap onto exposed backs. They are good at getting in for a few hits and retreating to setup the perfect range for the Air Maul. Their low stance makes them hard to hit, but they can still be staked or burned like any other vampire.

| | |
|---|---|
| **Primary moves** | |
| Claw Swipe | Kick |
| Right Swipe | Punch |
| **Special Moves** | |
| Spinning Frenzy | Forward + Punch |
| **Kill moves** | |
| Air Maul | Forward + Kick |
| **Dodge/Defense Moves** | |
| Flip Away | Hold Stalk, Back + Jump |
| **Good Combo Example** | |
| Frenzy Combo Forward + Punch, Punch. | |

## CHARACTER SCYLLA

**Overview:** Scylla's cobra-like striking speed and slippery dodges make her a very tough opponent. She has a very good chance of taking the Slayer down if she can keep mix up her lightning combos, confuse her opponent with dodges and slap on a Neck Strike for a sudden kill.

| | |
|---|---|
| **Primary moves** | |
| Round House | Kick |
| Jab | Punch |
| Snap Kick | Tap Forward + Kick |
| Snap Double Punch | Tap Forward + Punch, Punch |
| Left Cross | Run Forward + Punch |
| **Special Moves** | |
| Double Chest Strike | Hold Stalk, Back + Punch |
| Sweeper | Hold Stalk, Back + Kick |

| | |
|---|---|
| **Kill moves** | |
| Bite | Punch + Kick |
| Neck Strike Drain | Double Tap Forward + Punch |
| **Dodge/Defense Moves** | |
| Dodge = Hold Stalk, Any Direction + Jump | |
| **Good Combo Example** | |
| Chest Strike Trip Combo Hold Stalk + Back + Punch, Back + Punch, Back + Kick | |

## CHARACTER DESTINY

**Overview:** Destiny is not only a savvy brawler, she has almost mastered the mystical vampire mesmerize arts. She has a chance to kill Buffy if she mixes up the mystical with some up close and personal brutality.

| | |
|---|---|
| **Primary moves** | |
| Round House | Kick |
| Jab | Punch |
| Up Slap | Hold Stalk, Forward + Punch |
| Down Claw | Forward + Punch |
| Uppercut | Back + Punch |
| Back Flip | Back + Kick |
| Lunge Kick | Forward + Kick |
| **Special Moves** | |
| Force Pull | Double Tap Forward + Punch |
| **Kill moves** | |
| Bite | Punch + Kick |
| **Dodge/Defense Moves** | |
| Dodge | Hold Stalk, Any Direction + Jump |
| **Good Combo Example** | |
| Force Pull Combo | Double Tap Forward + Punch, Punch, Punch |

## CHARACTER THE MASTER

**Overview:** The Master has managed to master the art of phasing in and out of phantom form to shut down Buffy's incredible offense and force her to flee his magic for a few short but deadly moments. The Master does not have fancy kick or punch moves, but they all lead to vicious staggers, juggles and magic finishers. Even though in Arena Mode he can be killed by decap or stake, surely with his new tricks he can win this time!

**Primary moves**

| | |
|---|---|
| Left Gut Strike | Punch |
| Lunge Gut Punch | Tap Fwd + Punch |
| Mega Back Hand | Back + Punch |
| Knee Blast | Kick |

**Special Moves**

| | |
|---|---|
| Phase Teleport | Double Tap Fwd + Use |

[Note Causes 4-second teleport magic recharge

| | |
|---|---|
| Phantom Form | Hold Stalk, Double Tap Back + Use |

[Transforms into Phantom Master Form for 10 seconds. Will not be do physical attacks but can still perform magic moves and attacks. Note Causes 10-second Phantom magic recharge at end of mode.]

| | |
|---|---|
| Super Launcher | Double Tap Fwd + Kick |

**Kill moves**

Super Mesmerize Thrall/Neck Snap Double Tap Fwd + Punch (only when not in Phantom form)

Super Mesmerize Skull Diver Toss Double Tap Fwd + Punch (Phantom from only), while victim is floating pressing Punch or Kick will toss left or right, Double Tap + Kick will toss victim straight up!

**Dodge/Defense Moves**

| | |
|---|---|
| Master Deflect | Hold Stalk + Use. |

[NOTE: Can deflect some attacks, but leaves him open if misses.]

**Good Combo Example**

| | |
|---|---|
| Gut Buster Thrall Combo | Punch, Punch, Punch then 2in1 into Double Tap Fwd + Punch to finish with the Super Mesmerize Thrall |

## CHARACTER SIREN DEMON

Overview These creatures from the deep are very slow but methodical about destroying enemies. Their weakness is their mid section and a vulnerability to Hell Fire. They are not good at close fighting, but if allowed to get medium range on Buffy, they have a chance in numbers to kill the Slayer.

**Primary moves**

| | |
|---|---|
| Right Claw Stab | Punch |
| Left Claw Stab | Kick |
| Elbow Bash | Punch + Kick |
| Left Tentacle Stab | Tap Forward + Punch |
| Right Tentacle Stab | Tap Forward + Kick |
| Right Claw Slash | Tap Back + Kick |
| Left Claw Slash | Tap Back + Punch |
| Lunging Back hand | Walk Forward + Punch |

**Special Moves**

| | |
|---|---|
| Spinning Tentacle Whip | Walk Forward + Kick |
| Sonic Rush | Tap Forward + Jump |
| Sonic Blast | Hold Stalk, Back + Punch |

**Kill moves**

| | |
|---|---|
| Lighting Dbl Hand Crush | Hold Stalk, Forward + Punch |

**Dodge/Defense Moves**

| | |
|---|---|
| Dodge | Hold Stalk, Any Direction + Jump |

**Good Combo Example**

| | |
|---|---|
| Sonic Rush Combo | Tap Forward + Jump, Punch + Kick |

## CHARACTER STONE

**Overview:** Stone is the toughest of the big vamps. He may be slow but his combos are pure power. He cannot be grabbed and is not easily knocked off his feet. By using his overwhelming strength to set up combos that lead to kill moves Stone can easily dispatch the Slayer.

**Primary moves**

| | |
|---|---|
| Uber Pimp Slap | Back + Punch |
| Left Gut Crusher | In-Close + Tap Fwd + Punch |
| Right Smash | Run + Punch |
| Left Back Hand | Punch |
| Crusher Knee | Kick |
| Skull Hammer | In-Close + Use |

**Special Moves**

| | |
|---|---|
| Bull Charge | Double Tap Fwd + Use |
| Orbit Kick | Double Tap Fwd + Kick |
| Ultra-Hammer | Double Tap Fwd + Punch |

**Kill moves**

| | |
|---|---|
| Power Press/ Back Breaker | Punch + Kick |
| Skull Stomp | Kick (when victim is on lying ground only) |

**Dodge/Defense Moves**

None

**Good Combo Example**

| | |
|---|---|
| Skull Hammering Smash Combo | In-Close + Use, Back + Punch, Punch then 2in1 into Double Tap Fwd + Use to flip them with the Bull Charge, then walk fwd and press Kick to finish with the Skull Stomp (in-close with enemy lying on ground). |

## CHARACTER FORD

**Overview:** Ford is simply a brawler. He likes to mix it up and wear down his victims with a series of kicks and big hooks before going for a final Bite.

**Primary moves**

| | |
|---|---|
| Front Kick | Kick |
| Quick Hook | Punch |
| Haymaker Punch | Back + Punch |
| Heavy Opener | Forward + Punch |
| Leg Crush | Tap Forward + Kick |

**Special Moves**

| | |
|---|---|
| Crash Kick | Run Forward + Kick |

**Kill moves**

| | |
|---|---|
| Bite | Punch + Kick |

**Dodge/Defense Moves**

None

**Good Combo Example**

| | |
|---|---|
| Buster Combo | Kick, Punch, Punch, Kick |

## CHARACTER RHAKSHASA DEMON

**Overview** Malik has mastered the ability to transform into the hulking Rhakshasa Demon. He can only be killed with a stake while standing so the Slayer has to knock him onto his hind legs. He has incredible ripping power and his teleport is the fastest way to get in close to the opponent. Like a Tiger he kills by suffocation, so his goal is to first knock the opponent to the ground, then get on top with the Pounce Maul! Take note, though, that you cannot jump when playing as the Rhakshasa Demon – you can only "pounce."

**Primary moves**

| | |
|---|---|
| Right Claw | Kick |
| Left Claw | Punch |

**Special Moves**

| | |
|---|---|
| Forward Ram | Tap Forward + Punch |
| Teleport | Double Tap Forward + Punch |
| Rhak Rage | Punch + Kick |
| Standing Mode | Press and Hold Stalk to Stand |
| Standing Right Claw | Hold Stalk, Punch |
| Standing Quick Left Claw | Hold Stalk, Kick |

**Kill moves**

Pounce Maul Punch (in-close and enemy lying face up on ground)

**Dodge/Defense Moves**

| | |
|---|---|
| Dodge | Any Direction + Jump (quickly) |
| Standing Dodge | Hold Stalk + Any Direction + Jump |

**Good Combo Example**

| | |
|---|---|
| Standing Rip Claws | Hold Stalk + Kick, Punch, Kick, Punch |

# BloodRayne

Wanna cheat your way through Rayne's reign of vampiric terror? Then you can do so with the cheats below. Enter them in at the Cheats menu. If you do them right, then they will show up the next time you enter the Cheats menu. Some of the codes require you to toggle them on to work correctly.

| Cheat | Effect |
|---|---|
| TRIASSASSINDONTDIE | God Mode |
| NAKEDNASTYDISHWASHERDANCE | Time Factor |
| DONTFARTONOSCAR | Enemies (frozen or thawed) |
| LAMEYANKEEDONTFEED | Restore Health |
| ANGRYXXXINSANEHOOKER | Fill bloodlust |
| SHOWMEMYWEAPONS | Show weapons on body |
| INSANEGIBSMODEGOOD | Gratuitous dismemberment |

# Cel Damage

## WEAPON CHEATS

All the cheats are entered as your name when you create a new game. Just in case you missed it last issue, we'll run the "unlock everything" cheat again as well.

| Effect | Code |
|---|---|
| Unlock everything | ENCHILADA! |
| All weapons | MELEEDEATH |
| Projectile weapons | GUNSMOKE! |

# Bruce Lee: Quest of the Dragon

You have to think that Bruce Lee wouldn't approve of taking the easy way out, using cheat codes to easily finish a game, especially one with his name attached to it. But then again he's dead and you're lazy, so let's get to the cheats. All of the following are entered during gameplay, do not pause the game. You will get no sound or other kind of notice that will tell you whether or not you enter a cheat correctly. The only way to tell is to pause the game or get into some combat. Some of the cheats require you to press in the left or right thumbstick buttons as noted and be sure to tap in the button combinations fairly quickly.

| Effect | Cheat |
|---|---|
| 999 Coins | X, B, BLACK, BLACK, A, press in the RIGHT THUMBSTICK BUTTON, press in the LEFT THUMBSTICK BUTTON, WHITE |
| 999 Tokens | Y, B, A, X, Y, L TRIGGER, press in the RIGHT THUMBSTICK BUTTON, BACK |
| 9 Lives | WHITE, press in the RIGHT THUMBSTICK BUTTON, press in the LEFT THUMBSTICK BUTTON, BACK, L TRIGGER, R TRIGGER, press in the LEFT THUMBSTICK BUTTON |
| Invincible | A, B, B, X, R TRIGGER, BLACK, press in the RIGHT THUMBSTICK BUTTON |

# Burnout

## QuickTip

Hold the gas down while braking through a turn. Sound insane? Trust us. The result will be a noticeable increase in handling through turns.

# Chase: Hollywood Stunt Driver

## COLLECT ALL 16 BAM! TROPHIES

Most players will be able to complete Chase without too much difficulty as the single player game is rather straightforward. Getting into the multiplayer mode isn't quite so easy. When you first start the game only the Hit & Run multiplayer option will be available; the others must be unlocked by collecting hidden BAM! trophies. There is one trophy hidden in each of the 16 levels.

**LEVEL 1-1:**
Head to the end of the scene. With the park on your right hand side, drive under the train tracks. As you come up the hill make a sharp right hand turn. The trophy will be in front of a house.

**LEVEL 1-2:**
You will start the level in a courtyard. Take an immediate left and then follow the road as it curves to the left. Once you straighten out there will be a street to your immediate right. Turn here and follow this street around to the left. About halfway down you will find the trophy on the right hand side.

**LEVEL 1-3:**
For this level you will need to make your way onto the train tracks. Simply follow the tracks until you cross the bridge to collect your trophy.

**LEVEL 1-4:**
Chase after the target car until you pass the gas station. Now, take a sharp right across the front of the station and you should see the trophy. Grab the trophy and then follow the target car towards the bridge to complete the level.

**LEVEL 2-1:**
Near the end of the level there is a warehouse for you to drive through. Instead of going through, go around. On the right hand side is a stack of crates. Crash through the crates to reveal a hidden alleyway and a hidden trophy.

**LEVEL 2-2:**
After you have dodged the falling storage containers you will see a section of the level cordoned off by a chain-link fence. This fence is more than a simple decoration. Hidden behind it is another trophy. Crash through the fence and steer to the far left corner. Your prize awaits behind the crates.

**LEVEL 2-3:**
Another easy one here. As soon as you see the park, head for the Buddha statue in the center. The trophy is right beside the statue.

**LEVEL 2-4:**
As soon as you pass through the restaurant in the mall, keep your eyes open. One of the shops will have a trophy in the front display case. Hit the ramp, crash through the glass and score another trophy for the record books.

**LEVEL 3-1:**
Out in the desert things are never as easy as they look. To find this trophy you will need to look for the large rusty platform about halfway through the level. Instead of jumping on top of it, drive around the ramp and head to your right. Now follow the path underneath the platform to snag the trophy.

**LEVEL 3-2:**
You are likely to spot this trophy before you can snag it. Sitting high atop two wrecked buses it is out of reach for mere mortals. You must hit the ramp at the top of the stairs and land on top of the buses to grab this elusive prize.

# Circus Maximus

### UNLOCK MINOTAUR & SCORPIUS
Beat the game in Tournament mode under the Advanced difficulty setting to be able to play as the mighty Minotaur and Scorpius.

### UNLOCK SALLUS AND AGRIPPA
Beat the game in both Tournament and Academy modes to be able to play as Sallus and Agrippa.

### UNLOCK THE GLADIATORS
In Tournament mode, beat the Circus Maximus level on the Advanced difficulty setting to play as the Gladiator team.

### UNLOCK TRAINING CHALLENGES
Beat the game in Tournament mode to unlock all the training challenges.

# Commandos 2

## QuickTip

**Mission 8: Saving Private Smith Bonus Objectives**
**Personnel: Butcher, Duke, Fireman, Lupin**

The bonus objectives are all about preparation. There's an enemy invasion on the way and, in addition to your commando unit, you've got eleven allied soldiers (including Private Smith) to help you. You don't have direct control over these additional soldiers unless you have spoken to them first with one of your commandos (this doesn't apply to Lupin because he isn't of sufficient rank). If Private Smith is killed, you'll fail the entire mission. Disarm all the mines at the riverbanks; there are 48 in total. Place a remote bomb on the road to the eastern edge of the map and another to the right side of the church (between the two lampposts). An anti tank mine should be positioned on the road to the north east of the church. Plant mines around the church and a remote bomb at the intersection. When the invasion launches, set off the bombs as the infantry pass to inflict maximum casualties.

### LEVEL 3-3:
This trophy is a throwback to Level 1-3. Drive to the outside of the complex and look for the big ramp. Instead of jumping off it, drive slowly up the ramp until you reach the top. Once there make a sharp right and drive along the catwalk.

### LEVEL 3-4:
As soon as the boulder drops (think Indiana Jones) hit the ramp and jump to the upper level of the mine. You will find the trophy sitting out in plain sight.

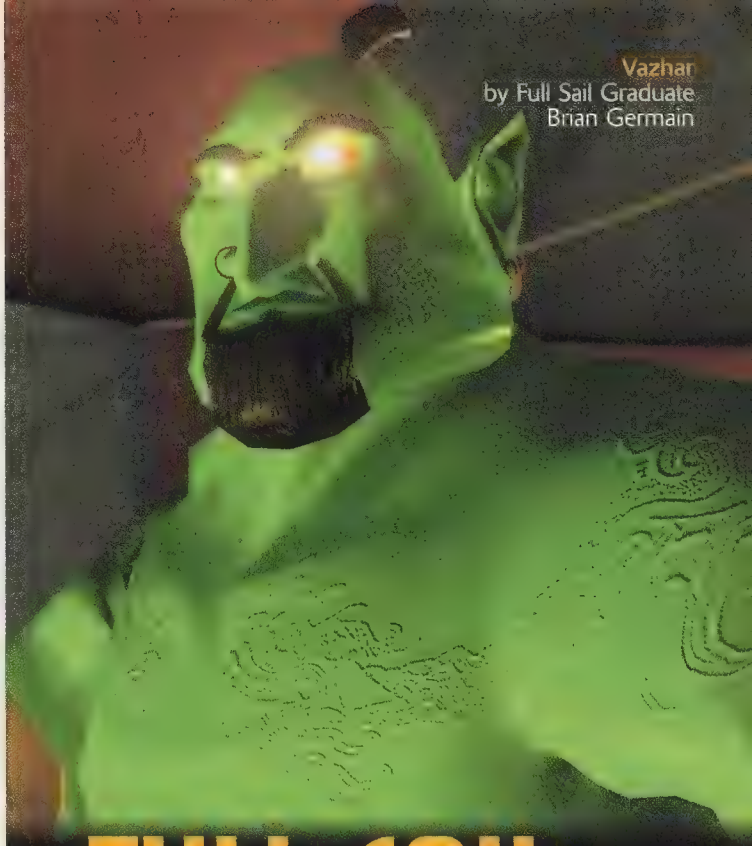
### LEVEL 4-1:
Race through the level until you reach the runway. Swerve to the right and drive behind the control tower to find the trophy.

### LEVEL 4-2:
The trophy in this level is a little tricky to find. Follow the chopper until it passes the first market. It will make a right hand turn. Instead of turning right, go straight until you reach the last few stands. There is a patch of grass on the left. Turn onto the grass an you will see an alley that runs behind the market and through the buildings. The trophy is near the end of the alley.

### LEVEL 4-3:
Right after you make the second right hand turn swerve to the right and into the bush area. The trophy is hidden among the leaves.

### LEVEL 4-4:
As soon as the level starts turn around and drive to your left. The trophy is tucked away in the back corner of the base.

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# Conflict Desert Storm

## FLOATING FOLEY

Play through the mission as normal, rescuing Eagle Eye Foley and clearing the bridge of guards. Collect the C4 explosive and detonator from the office in the small grey outpost. Once you've set the C4, position Foley on the bridge just far enough away so that he survives the blast. Get John Bradley to a safe place and detonate the C4. If the glitch has worked, Foley will be floating in mid-air, completely unharmed. If you try to take control of him, he drops to the ground and instantly falls unconscious. Sometimes he falls under the ground and you can just see his legs poking out of the dust. This isn't particularly useful to getting more out of the game, but it's kinda neat anyway.

# Crash Bandicoot

## QuickTip

Try to conserve Crash's stash of lives by practicing this little trick: immediately when you die, press the START button before the screen turns black (with Crash knocked out), then choose to head back to the Warp Room from the available options. If it works out, you should return to the Warp Room with all your lives intact.

# Crazy Taxi 3: High Roller

## MAKING THINGS MORE INTERESTING

Ready for some novelty? For each effect, hold down a specific button while you highlight a character and select them for use before a game.

| Effect | Cheat |
|---|---|
| Turn Off Arrows | Highlight a character and press and hold ○ while you press A to select the character. |
| Turn Off Destination | Highlight a character and Indicators press and hold ◥ while you press A to select the character. |
| Turn On Expert Mode | Highlight a character and press and hold ◥ + ○ while you press A to select the character. |

## HOW TO UNLOCK OTHER EFFECTS

| Effect | Goal To Satisfy |
|---|---|
| All Drivers | Finish level S-S of Crazy X Mode. |
| Another Day Mode | Finish level 3 of Crazy X Mode (places fares in different locations). |
| New Maps | Finish level 1 of Crazy X Mode (unlocks Small Apple, Glitter Oasis, and West Coast). |
| New Vehicles | Finish level 2 of Crazy X Mode (unlocks the Carriage, Stroller, and Bike). |

# Dave Mirra Freestyle BMX

## UNLOCK EVERYTHING

Enter the following at the Main Menu. You will hear a sound when each cheat is entered correctly.

### RIDER COMPETITION OUTFITS

| | |
|---|---|
| Dave Mirra | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Ryan Nyquist | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Troy McMurray | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Mike Laird | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Tim Mirra | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Kenan Harkin | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Leigh Ramsdell | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Joey Garcia | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Rick Moliterno | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Todd Lyons | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| John Englebert | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Scott Wirch | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Colin Mackay | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Zach Shaw | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |

### ALL BIKES

| | |
|---|---|
| Dave Mirra | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Ryan Nyquist | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Troy McMurray | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Mike Laird | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Tim Mirra | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Kenan Harkin | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Leigh Ramsdell | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
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| Colin Mackay | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Zach Shaw | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |

### ALL LEVELS UNLOCKED

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| Dave Mirra | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Ryan Nyquist | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Troy McMurray | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Mike Laird | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
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| Zach Shaw | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |

### ALL SIGNATURE TRICKS

| | |
|---|---|
| Dave Mirra | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Ryan Nyquist | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
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| Zach Shaw | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Slim Jim Guy | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |
| Amish Air | ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, X |

# Dark Summit

### UNLOCK ALL EXTRA RIDERS

Go to the Choose Challenge menu reached by selecting the Play Dark Summit option from the Main Menu. Then press and hold both the **START** and **BACK** buttons while either the Continue Game or the New Game options are highlighted. Continue to **hold the START and BACK** buttons while you press **Y, L-Trigger, X, B, R-Trigger, A, R-Trigger, B**. You will hear a light chime noise when entered correctly and just scroll right or left to select any of the new riders.

### SLOW-MO CHEATZ

In game, press and hold the **START** and **BACK** buttons, then press **Y, X, B, L - Trigger**. You will hear a chime noise when done correctly, and to activate slow-mo, press both the **R** and **L triggers** simultaneously while in the air.

### PROJECTILE CHEAT

In game, press and hold the **START** and **BACK** buttons, then press **Y, X, B, R - Trigger**. You will hear a chime noise when done correctly and to shoot a barrel out of the rider's front, press the **R-trigger** while on the ground.

# Dead or Alive 3

### THERE'S NO BUSINESS LIKE SNOW BUSINESS

Select Versus or Training Mode and highlight the snow stage. Then press X for light snow showers, Y for a blizzard, or A for a random effect.

### GROUND FORCE

Start each match in Survival Mode by flooring your opponent with a heavy kick. Once they're down, use a ground attack and the opponent will drop multiple bonus items.

### HAYABUSA GLITCH

In versus mode, choose Hayabusa and Kasumi. As Hayabusa, perform the Tenchi Gaeshi (a handstand) by pressing down on the directional pad, then Y and then B. While Hayabusa is in this stance, make Kasumi use her throw by pressing up on the direction pad and then pressing A. Kasumi will jump on Hayabusa and he will suddenly be seen standing the right way up.

# Dead to Rights

### UNLOCK ALL CHAPTERS

Can't seem to get through a certain level or are you simply dying to check out some of the later stages and bosses? Well, then it's easy enough to cheat your way through by entering the following code.

On the "New Game" menu screen (after the "Press Start" screen), press ↑, ↓, ↑, ↓, ←, →, →, **Y, X, X.** If you enter the code correctly, you should hear a guy scream as confirmation and you've now unlocked a level select!

# Dynasty Warriors 3

## QuickTip

To check out two neutral endings, finish Musou mode with a character from each "side," Wu, Wei, and Shu, then head to the Options menu. Now go to the Opening option and hold down the L-trigger and R-trigger, then select Replay to view one. You can also hold down the White and Black buttons, then select Replay to view another.

# Eggmania: Eggstreme Madness

## QuickTip

Usually when building lines you want to leave as few gaps as possible, because gaps will eventually make the stack collapse. However, when you're only a few lines shy of being able to jump up to the balloon, go for broke and stack up anything that falls as quick as you can directly in the middle – it only has to last long enough for you to make the grab and win.

# Enclave

### UNLOCK THE DARK CAMPAIGN

Ordinarily, you have to complete the Light Campaign to be able to unlock the Dark Campaign. But since you're a cheater, you can simply start a new game; at the Episode Selection screen, just enter **X, Y, Y, X, X, Y, X, Y** and you will be able to play the Dark Campaign.

# ESPN International Winter Sports 2002

### BIG HEAD MODE

An **Official Xbox Magazine** codebook just isn't complete without at least one big head code. We love 'em. To give your athlete a big head and big hands, you have to enter a different cheat depending on the event you're entering. You enter these cheats just before an event starts, after you sit through the event explanation. You'll hear a voice shout over the crowd noise when you enter a cheat correctly.

| Event | Cheat |
|---|---|
| K90 | R TRIGGER, L TRIGGER, R TRIGGER, L TRIGGER, R TRIGGER, R TRIGGER, L TRIGGER, R TRIGGER |
| K120 | L TRIGGER, R TRIGGER, L TRIGGER, R TRIGGER, L TRIGGER, L TRIGGER, R TRIGGER, L TRIGGER |
| Mogul | ↑, ↑, ↓, ↓, ←, →, ←, →, L TRIGGER, R TRIGGER |
| Downhill | ↑, ↑, ↓, ↓, ←, →, ←, →, Y, X |
| Slalom | ↑, ↑, ↓, ↓, ←, →, ←, →, X, Y |
| Figure Skate | ↑, ↑, ↓, ↓, ←, →, ←, →, R, L |
| Half Pipe | ↑, ↑, ↓, ↓, L TRIGGER, R TRIGGER, L TRIGGER, R TRIGGER, X, Y |
| Speed Skate | ↑, ↑, ↓, ↓, L TRIGGER, R TRIGGER, L TRIGGER, R TRIGGER, X, X |
| Curling | ↑, ↑, ↓, ↓, ←, →, ←, →, Y, Y |
| Bobsled | ↑, ↑, ↓, ↓, ←, →, ←, →, X, X. |

# ESPN MLS Extra Time

### QuickTip

In order to unlock the Blue Freeze team, you must complete the entire game on the Amateur difficulty level. To unlock the Green Dragons team, you must again complete the entire game, but now on the Pro difficulty level.

# ESPN NBA 2Night

### LOADS OF CHEATS

It's fun to create super-deformed players with the following cheats in *ESPN NBA 2 Night*. While on the Main Menu, press the START button to bring up the Sub Menu. From there, select Options and from the Options screen, select the Cheat option. Now enter the following cheats using all capital letters. As you enter cheats, they will be listed on the Cheat screen where you can selectively turn on and off the different cheat effects.

| Cheat | Result |
|---|---|
| BIGHEAD | Heads will be enlarged |
| BIGHAND | Hands will be enlarged |
| BIGFOOT | Feet will be enlarged |
| MINIMINI | Bodies will be smaller |
| NOSPECTATOR | No spectators and no cheering |
| BALLHEAD | Balls will replace heads |
| EXCELLENT | Players' condition is always excellent! |
| BEFOREIMAGE | Ball's line of movement will be displayed |
| ABILITYBONUS | Overall abilities of created players will be increased by 30 |

# ESPN NFL PrimeTime

Enter all the following cheats into the codes screen reached by pressing the R TRIGGER to cycle through the tabs at the bottom of the main menu. Once on the codes screen, enter any of the following to achieve the desired effect. A message will come up when you enter one right and will then be listed on the codes screen.

| Effect | Code |
|---|---|
| Control scoring | SCOREBOX |
| Show everyone | SHOW EVERYONE |
| Dive and jump farther | SUPERMAN |
| Ball carrier shield | CAN'T TOUCH THIS |
| Aloha Stadium and Pro Bowl teams | ALOHA |
| Fumble button | READY TO FUMBLE (during gameplay press the WHITE button to cause a fumble) |
| Snow dome | SHAKE IT UP (creates weather in domed stadiums) |
| Reliant Stadium | HOWDY |

# ESPN X Games Snowboarding

### QuickTip

To unlock Big Air and Super Pipe nighttime courses, you must first earn a Gold Medal in the four minute category in the following modes: Snowboarder X, Superpipe, Big Air, and Slope Style.

# F1

### UNLOCK GRAND PRIX MODE

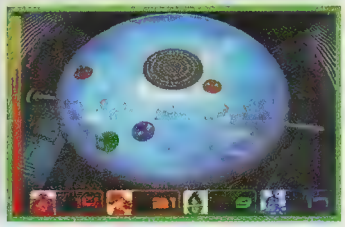
Achieve a rating of 60% with Bronze Medals in all five basic challenges in Challenge Mode. Grand Prix Mode will be available in the main options menu.

# Fuzion Frenzy

## FRANTIC CHEATS

To enter any of the following cheats, you must first pause the game and while holding the LEFT TRIGGER button press the button combination of the cheat. As you enter cheats, a message will appear at the top of the screen to let you know what you have activated. To deactivate a cheat, just re-enter it.

| Function | Cheat |
|---|---|
| First person mode (first person mode only works on certain games) | Y, B, Y, B |
| Mutant mode | Y, B, X, X |
| Welsh mode | Y, Y, Y, Y |
| Enable "real controls" | Y, Y, Y, X |
| Squeaky voices | Y, X, Y, Y |



# Gauntlet Dark Legacy

## LOADS OF CHEATS

By entering the following cheats into the Character Name Screen you can cheat your way to the end of the game with no problems.

| Effect | Cheat |
|---|---|
| 10,000 gold | 10000K |
| Invincibility | INVULN |
| Invisibility | 000000 |
| Super crossbow | SSHOTS |
| Triple shot | MENAGE |
| Reflect shot | REFLEX |
| Anti-death | 1ANGEL |
| X-Ray vision | PEEKIN |
| Full turbo | PURPLE |
| Enemies always shrunk | DELTA1 |
| 9 potions and keys | ALLFUL |
| Run quickly | XSPEED |
| Throw quickly | QCKSHT |

# Gun Metal

## HOW TO TAKE DOWN THE BATTLECRUISERS

Switch into Jet mode and fly out towards the cruiser, wasting a few fighters as you go. Land on the back of the cruiser and transform into the Havoc robot. Destroy the turrets on the front and back of the vehicle. This will remove the shields so that you can destroy the front of the cruiser. Be careful not to get hit by the main cannon. Instead of attacking the main core, head towards the re-energizer and transform to let your shields soak up damage from the pursuing planes. The planes will be so busy attacking you that your allies will move in and destroy the cruiser's exposed reactor core.

# Genma Onimusha

## GET BISHAMON SWORD

Fight through all 20 levels of the Dark Realm. Once you have killed all the monsters on the 20th level, open the treasure box to discover the Bishamon Ocarina. This Ocarina opens the bone door, just after your second battle with Marcellus. Past the door is the Bishamon sword, a fearsome weapon so powerful that it kills non-boss enemies with a single swipe.

## UNLOCK DIFFICULT MODE

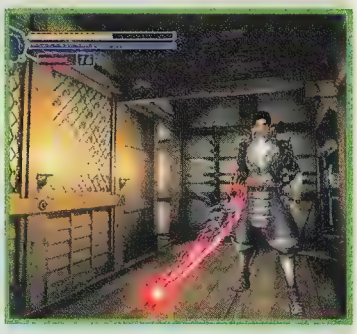
Defeat the game in under three hours to unlock Difficult Mode.

## UNLOCK KAEDE'S SECOND COSTUME

To unlock Kaede's second costume, a sort of demon dress, collect all 30 Flourites.

## UNLOCK ONI SPIRITS MINI GAME

To unlock the Oni Spirits mini game, collect 20-29 pieces of Flourite. A new mini-game will be available at the start menu.



## UNLOCK SAMANOSUKE'S SECOND COSTUME

To unlock Samanosuke's second costume, beat the game once on the Difficult setting.

# Gunvalkyrie

## UNLOCK CHALLENGE MODE

Once you've completed the game, Challenge Mode becomes available on the main menu. It allows you to revisit any level, with any of the characters.

## UNLOCK LEVEL 3 GEARSKIN

Collect the Halley Core on every stage and you'll be awarded the Level 3 Gearskin for Kelly. Collect the final Halley Core on Yggdrasill, and after a brief cut-scene, you'll automatically be fitted out with this upgraded armor.

# Halo: Combat Solved

## LEVEL ONE: THE PILLAR OF AUTUMN

**IDEAL ARSENAL:** Assault rifle and pistol.
**IDEAL ENVIRONMENT:** Get comfy, this level's short, but you're gonna get hooked.
**BEST TIP:** Use grenades as often as possible... they're great in confined quarters.
**HARDEST PART:** None.
**HOW TO BEAT IT:** If you need help on this level, you might try playing at a lesser difficulty. Let's continue.
**COOL THINGS TO TRY:** When you get the pistol, run back and shoot the captain to see what happens. Plus, watch the escape pods near the end of the level as the Covenant shoot them out of the sky – it's just too cool to miss.

### 10 THINGS WE LEARNED WHILE PLAYING *HALO*

1. Covenant basic training needs work – the Grunts are the most cowardly troops in the universe.
2. Human troops have invincible knees – at least while riding on a Scorpion tank through narrow passages.
3. Invisible Elites aren't very smart – you've killed hundreds of their friends, and it still doesn't occur to them to just hide in a corner and let you pass.
4. The Covenant must be short on money or else they'd have built more of those devastating tanks, the scariest weapon in the game.
5. The beings who made *Halo* were thoughtful – those handy arrows sure made our life easier.
6. Plasma grenades must really hurt – why else would Covenant troops jump off high bridges to avoid them?
7. Parts of Halo are really, really cold – the ice must be awfully thick if it can hold a Scorpion tank.
8. If you see your enemies run, *run* – you'll know what we're talking about when you finish the game.
9. Soldiers get snippy when you shoot them by accident – and even when it's not an accident.
10. The Covenant believe in reincarnation – why else would one Grunt scream "Not again!" when you stick him with a life-ending plasma grenade?

## LEVEL TWO: HALO

**IDEAL ARSENAL:** Sniper rifle and alien rifle.
**IDEAL ENVIRONMENT:** This is your first outdoor environment: wear flannel.
**BEST TIP:** Park your Warthog within 50 yards of life pods. If you keep it manned with soldiers, these guys will wipe out a ton of aliens for you. Park them in a central location, jump out, and pull out your gun for devastating results.
**HARDEST PART:** When you need to rescue your buddies from an alien base, you will be attacked from above and below by Covenant forces.
**HOW TO BEAT IT:** Park your Warthog (with soldiers in the gunner positions) so that it provides cover fire for you. Then quickly make a run to get inside the base. You'll pick up extra troops who'll help wipe out the rest of the aliens.
**COOL THINGS TO TRY:** The Warthog is an excellent offensive weapon. Use it as a battering ram. Just watch out for plasma grenades, they're deadly.

### WALKTHROUGH:

**Starting out:** Outrun the Banshees by hanging close to the far left side of the map. If you want to shoot them down, have at it, but if you just run along the far side, they'll leave you alone quickly.
**The Base:** When you reach the first base, the aliens will send drop ships. These typically land on alternating sides of the base, but keep an eye on the skies. One trick is to drop a grenade just outside the drop ship when the Covenant forces are exiting.
**Warthog:** When you get in the Warthog, make sure to keep your gunner alive. He's your biggest support.
**The energy bridge:** When you enter the bridge room, get the most out of your gunner; let him pick the guys off at a distance. Then park and let him cover you as you head to the right-hand side of the building to turn on the bridge. The switch is through a small passage on the right side.
**Reunion tour:** First find a life pod crash site and get yourself a sniper rifle. Afterward, you'll see a path on each side. We suggest that you go left first. Park your Warthog and gunner in the open area overlooking the base. Use yourself as bait to draw alien fire, and your driver will chew the shooters to shreds. Move closer if needed. Rescue your troops, and if possible, pick up another soldier to sit in the passenger seat. Do the same thing at the other base. Try to get down into the base as quickly as possible and find your buddies. Use grenades to clear out aliens inside the base.
**Sniper time:** Once you've killed all the aliens at the two bases, head up to the next area. Find the crashed escape pod and park your Warthog nearby. Grab the sniper rifle by the pod. Head to high ground and use it to pick off Covenant while your Warthog gunners take care of the rest.
**Cleanup:** Once this area is cleared, head to the next area and follow a similar strategy. Park your Warthog by the lifeboat, then head to high ground and snipe. Jump on the drop ship and split.

## LEVEL THREE:
### TRUTH AND RECONCILIATION

**IDEAL ARSENAL:** Sniper rifle and plasma pistol.
**IDEAL ENVIRONMENT:** Kill the lights. It gets dark.
**BEST TIP:** Take the Covenant out with the sniper rifle before they fire back. It will save you time and your buddies' lives. More Marines = a much easier life for you. Remember this. It's a crucial theme of the whole game.
**HARDEST PART:** The large open room on the Covenant ship.
**HOW TO BEAT IT:** Stay close to your soldier buddies, as they're less likely to die when you are near, and they'll kill a lot of aliens for you. Also, recharge your shield. Aliens don't normally come through doors after you, so step inside a door and replenish whenever you are low.
**COOL THINGS TO TRY:** If you're really a good shot, you can take out a Hunter in a single shot – just aim for the exposed red parts in its armor.

#### WALKTHROUGH:

**First strike:** The key to the early part of this level is to snipe as many baddies as possible before they return fire. Always take out the turrets first; they present the greatest danger. Hang to the left side all the way up the hill and snipe as many big bad guys as possible. *Never* trade away your sniper rifle in this level.
**Clearing 1:** You will go through one clearing – use the turrets to eliminate the maximum number of bad guys.
**Clearing 2:** You'll face a second major battle where the gravity lift is located. In this area, be sure to take out all three turrets first with your sniper rifle. Jump in one to wipe out aliens as they arrive in drop ships and as they come down the gravity lift. Once they're clear of the lift, jump off and help your guys on foot so you don't waste anyone with friendly fire. Your buddies will help later on.
**Introducing the Hunters:** Once all the lower-level aliens are gone, two Hunters will drop. Use your sniper rifle to take them out. The trick is to fire quick taps of three or four shots with a pistol or sniper. (Hint: Hunters are poorly armored in the back. If you hit them correctly, you can take them out with a couple shots.)
**Beaming aboard:** Make sure to bring a sniper rifle with you when you beam up to the ship. The Invisible Swordsman will try to get you right off the bat… use the sniper rifle without zooming and hit him quick. Otherwise he'll wipe out your support. Go upstairs and take out the lower level from above. Open the door for your buddies and fight your way to the next massive room.
**The big room of death:** Work your way to the far wall of the room and protect your guys as they move to the far corner. Try to take out as many Covenant troops on the upper level as possible.
**More Hunters:** If you've protected your guys, they will keep the two Hunters occupied while you stick and move with a pistol.
**The New Threat:** Fight through hallways for a while. Use grenades in tight hallways for maximum effect and to clear out invisible Elites. When you get to the open area with a second level in the middle, snipe the Elite Swordsman.
**The Captain's brig:** This room has one Gold Swordsman and two invisible troops… focus on the Swordsman. Use a charged plasma pistol to disrupt his armor and follow up with a couple quick shots.
**The rest:** Just fight your way out of the level.

## THE BESTIARY

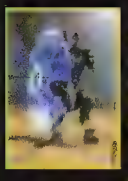
### GRUNTS
**Watch out for:** Their grenades... especially in later levels.
**Best weapon to use:** Any weapon will do.
**How to beat them:** Shoot them, grenade them, melee them... it's up to you.
**Secret tactic:** If you take out an Elite, most of the Grunts surrounding it will panic.

### ELITES
**Watch out for:** Their plasma rifles.
**Best weapon to use:** Plasma pistol or sniper rifle.
**How to beat them:** Charge up the plasma pistol and then follow it up with a couple quick shots or a melee attack.
**Secret tactic:** If you sneak up behind them, you can kill them with a single melee attack.

### INVISIBLE ELITES
**Watch out for:** Their invisibleness.
**Best weapon to use:** Assault rifle.
**How to beat them:** It's okay to take a shot or two from these guys in order to get a bead on them. Once you find them, they're not hard to kill.
**Secret tactic:** Firing randomly will help you spot these guys quickly.

### SWORDSMAN ELITES
**Watch out for:** Their mighty swords.
**Best weapon to use:** Plasma pistol.
**How to beat them:** Stay away from these guys. They'll kill you with a single shot.
**Secret tactic:** If you see a sword swinging on its own, you've run across an Invisible Swordsman. Shoot at the sword quickly, or else you'll get hurt or lose a lot of AI buddies.

### GOLD ELITES
**Watch out for:** Everything. These are some of the most dangerous creatures in the game.
**Best weapon to use:** Plasma pistol, sniper rifle, or rocket launcher.
**How to beat them:** Use your biggest weapons on these guys and focus on them first in battles. They will always be your biggest threat.
**Secret tactic:** The Gold Swordsman is a deadly foe, but a charged plasma pistol burst and follow-up shots will put him in his place.



### JACKALS
**Watch out for:** Some Jackals will use the plasma pistol to take out your shields with a single shot. On Legendary Mode, these are extremely dangerous.
**Best weapon to use:** Plasma pistol, needler, grenades.
**How to beat them:** Use a charged plasma pistol burst to take out the big shields... then kill the Jackals with a few shots.
**Secret tactic:** Toss grenades over their head to wipe out their exposed flank.

### HUNTERS
**Watch out for:** These aliens have two attacks: a huge green energy burst and a dangerous melee attack.
**Best weapon to use:** Pistol, sniper rifle, fragment grenades. (NOT PLASMA GRENADES, FOR THE LOVE OF GOD.)
**How to beat them:** Stay the hell away from them – their melee attacks are brutal. Use a zoomed pistol or unzoomed sniper rifle to fire shots into their weak-armored backs.
**Secret tactic:** If you're really brave, you can let them run at you and then step out of the way and melee attack them in the back. If you can do this, you're the man.

## LEVEL FOUR:
### THE SILENT CARTOGRAPHER

**IDEAL ARSENAL:** Plasma pistol and rocket launcher.
**IDEAL ENVIRONMENT:** Turn up the audio so you can hear your AI buddies... they're hilarious.
**BEST TIP:** When you find the door to the map room, park a manned Warthog right in front of the door. When the final Gold Swordsman comes after you, your pals will wipe him out.
**HARDEST PART:** The map room entrance platform.
**HOW TO BEAT IT:** This spot is packed with bad guys, so it's best to park your gunners safely away from grenades and then jump out with the pistol to head shot the rest in the zoom mode.
**COOL THING TO TRY:** Wade out into the water... it looks even better close up.

#### WALKTHROUGH:

**First steps:** Fight on the beach. Get the Warthog. Drive close to the aliens and let your gunners do their business. (Help out if necessary.)
**Map room platform:** Stay to the left and fight along the map room platform. Use your buddies to clear the platform, then jump out and protect them from grenades with your pistol. Drive down to the map room door and clear it out.
**Preparation:** Drive out of the map room to the next area, clear it out, and look for a passage up the hill. Drive on until you see a Warthog crash site and load up. Return to the passage and leave the Warthog. Head up the passage on foot.
**Hunter battle:** You'll see two Hunters... kill them with your pistol. Get one of the overshield power-ups if you need to. Remember, you can sidestep their attacks, and hit them in their weak red spots.
**More Hunters:** Travel around the side and go into the building. You'll see two more Hunters. Power up, then kill one with the pistol. Go to the top and get another overshield, then return and kill the second Hunter.
**Security:** Continue on to override security. Defeat the two invisible shooters. Get the power-up. Go to the right side of the platform (if you're facing the water) and jump down to the ledge below and then to the ground.
**Remanning:** Go back to the crashed landing craft and load up on anything you're missing. Flip the Warthog, drive forward along the beach, and you're back to the beginning. Pick up gunners and passengers and return to the map platform. Use your Warthog to kill the biggies... run them over, then jump out and help your gunners. Once you clear the top level of the platform, drive down to the map room door and park your Warthog and gunners as close to the door as possible.
**Shafted:** In the first big room, kill the bad guy and go right. Use the high ground to your advantage. Go to second room. Use small gun to take out the regular guys and use the rocket launcher to wipe out Hunters. They're not so tough now, are they?
**Cheap fun:** Continue on, but before you go, look down from the edge and you might see a bad guy. Drop a couple of grenades on him and laugh. Head as far down as possible to accomplish your objective. Then head back up. Run like a scared little girl if you have to. Save your rocket launcher.
**Battle Royale:** Now remember how we had you park your Warthog at the door of the map chasm? Here's why. It kills the Gold Swordsman. Save the rest of your rockets for the three invisible guys at the top of the platform. Your gunners will do the rest.

## LEVEL FIVE:
### ASSAULT ON THE CONTROL ROOM

**IDEAL ARSENAL:** Rocket launcher and various weapons.
**IDEAL ENVIRONMENT:** Get some snacks and settle in for a while. This level is long and treacherous.
**BEST TIP:** Always try to get a sniper to ride on your vehicle. He'll take out the Covenant at long range.
**HARDEST PART:** Almost everything.
**HOW TO BEAT IT:** Stay focused, alert, and patient. You'll need to be at the top of your game to get through this level.
**COOL THING TO TRY:** At the end of the level, blow up a Banshee before it takes off, and you'll be able to skip a major part of the level.

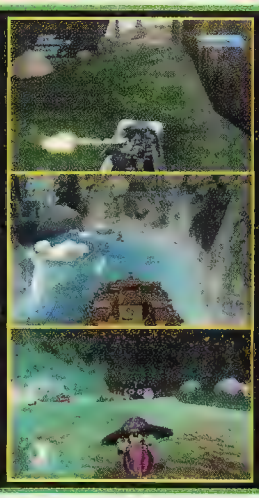
#### WALKTHROUGH:

**I would have been your daddy:** Fight until you get to the outdoor bridge. Slowly go across... use the alien pistol to take out Jackals. Head down to the bottom and clear it out before you reach the end.
**Outdoor 1:** Make it through the structure until you get outside. Jump first to the turret and shoot the other turret across the way. Run to the crashed Warthog and grab the sniper rifle and the rocket launcher. Jump in the Warthog and wait for two passengers. Drive close to the tank, and once you're behind a big rock, jump out and fire two rockets into the tank.
**Scorpion:** Drive to the next spot and let your gunners clear the area. Jump on the Scorpion and wait until four soldiers jump on. Drive through the tunnel and shoot the alien tank from the upper ledge. Drive the tank into the base, kill the two Hunters, and then shoot the flying ship from the sky. After that, drive the tank through the building.

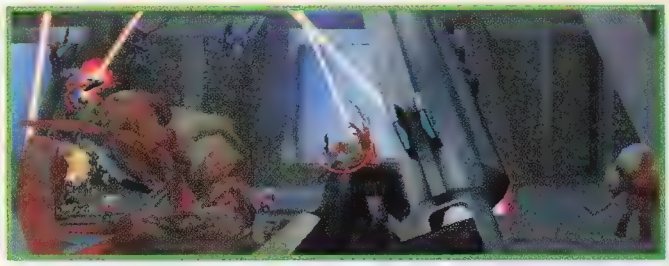
## THE VEHICLES

### WARTHOG

**Strengths:**
High-speed movement and machine gun turret.
**Weaknesses:**
You can't fire while you drive.
**Special tactics:** Load this baby up with soldiers, park it in the middle of a battle, and then jump out to help with the action. If you don't have buddies, drive into the fray, jump out, and man the turret yourself. Also, you can make guys get out of the Warthog by pressing X next to them. This way, you can man the vehicle with better soldiers.
**Advanced tip:** Once your guys are attacking the enemy, sneak around to the side and flank them... they'll never know what hit 'em.



**Rolling thunder:** You will eventually need to get off the tank, though. We're sorry. If you still have the rocket launcher, you are *set*. Run up the hill and let your forces fight the aliens on foot. Use your rockets to fight the two Ghosts and the Banshee.
**Interior:** Once inside, be as sneaky as long as possible and then attack. You will eventually face a Gold boss with a fast firing rifle. Take him out with a charged pistol or a rocket if you still have one.
**Bridge 2:** When you reach the bridge, cross it slowly and carefully, taking position behind the barriers in the middle. Be mindful of the troops on the other bridge.
**Bridge 3:** You will enter another building and exit at another bridge. If you have rockets, dispense with the Hunters on the other bridge. WARNING: watch out for the invisobaddie on the far side of the bridge.
**Indoors:** Enter yet another building… watch out for two invisobaddies in a long hallway… use your alien pistol to stun them visible or use a grenade. You'll enter another central room with two Hunters in the middle. Shoot at them through the first fully available window. Their weapons won't be able to hit you. You should weaken them significantly before they can reach you.
**If I had a super weapon:** Use the rockets you just got for killing the boss and immediately shoot the Banshee that's parked on the bridge. (Note: if you are in a hurry, make a run for the Banshee before shooting it, wipe out any potential drivers, hop on board and fly to the top of the structure, open the blast doors, and use the ship to clear out the aliens. This will enable you to skip the rest of this level.) Then use your other weapon and grenades to take out the foot soldiers. After that, take down the second Banshee. Now shoot the tank on the ground below with a rocket.
**The bottom:** You will go down a lift… there's an invisoguard at the bottom. Once you've reached the bottom, you'll be able to commandeer a Ghost. You'll see a pit under a structure; enter and get a rocket launcher and sniper rifle if you don't already have these. There is also a slim chance that the Banshee flier you killed from the bridge will be available on the ground. If it is, by all means, get in it and fly to the top, as you'll avoid all sorts of trouble and can wipe out all the aliens with little effort.
**The trip up:** If you don't have the Banshee, just use a Ghost and navigate your way to the top. Use the side strafe to avoid the Hunter's green weapons. Get out of the Ghost, climb the tower, and use your sniper and rockets to finish them.



## LEVEL SEVEN:
### THE LIBRARY

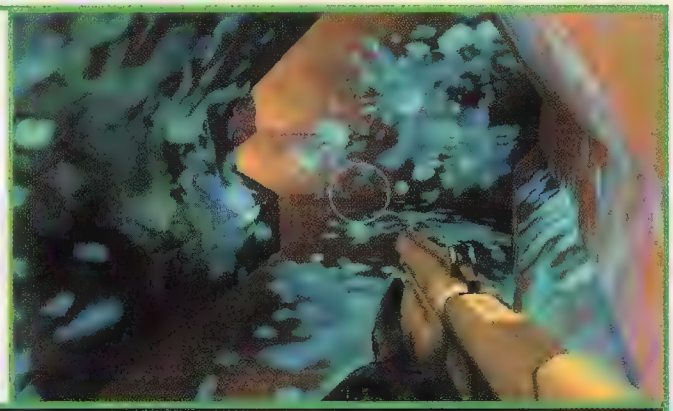
**IDEAL ARSENAL:** Shotgun and assault rifle.
**IDEAL ENVIRONMENT:** Dark, loud, and comfortable.
**BEST TIP:** Use the Exploders as your weapons.
**HARDEST PART:** Getting to the index.
**HOW TO BEAT IT:** Forget about killing every enemy. Make a run for the goal.
**COOL THING TO TRY:** Use precision firing to knock the limbs off your enemies.

**WALKTHROUGH:**
**The Skinny:** This is another straightforward, but difficult, level.
**Tips:**
- Keep moving: stay away from Exploders.
- Use the shotgun for big enemies and the assault rifle for small ones.
- If you find a rocket launcher, use it quickly and then pick up your main gun.
- Shoot the Exploders when they are close to other creatures.
- Use every grenade you get – you'll get plenty more.

**The Hard Part:** When the game finally tells you to recover the index… go straight for it. There are just too many enemies, and if you have a full life you should be able to make it pretty easily.

## LEVEL SIX:
### 343 GUILTY SPARKS

**IDEAL ARSENAL:** Shotgun and rocket launcher.
**IDEAL ENVIRONMENT:** Turn off the lights and grab your blanky... this one's scary.
**BEST TIP:** Have your mom on speed dial.
**HARDEST PART:** Getting out alive.
**HOW TO BEAT IT:** Follow the instructions.
**COOL THING TO TRY:** Surviving.
**WALKTHROUGH:**
**The Skinny:** This level is just too good to ruin with a walkthrough, but don't worry, you won't really need it. Here are a few tips that will ensure your survival.
**Tips:**
- The shotgun is your best friend.
- Be wary of plasma grenades, they may come back to haunt you.
- Keep your composure.



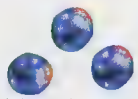
## SCORPION TANK
**Strengths:**
The cannon is deadly, and up to four others can jump on board.
**Weaknesses:** The machine gun is not very effective.
**Special tactics:** Make sure you have as many guys as possible on the tank with you at all times. They will help greatly in the middle of battle. Also, try to make sure that a sniper jumps on board. This will make you almost unbeatable.
**Advanced tip:** In co-op mode, have one player be a sniper and ride as a passenger. He can target enemies from a distance and help the tank driver aim shots. Also, in multiplayer, make sure that the back of your tank is facing opponents when you shoot, or else they'll be able to snipe the driver easily.

## TURRET
**Strengths:** High rate of fire.
**Weaknesses:** Poor accuracy.
**Special tactics:** Stay away from these unless you have a large mass of enemies at a good distance. However, these are good for taking down Banshees.
**Advanced tip:** Use grenades to move turrets to better locations. Explosions cause turrets to move, but they are never destroyed. Try moving a turret into a hallway full of enemies and have some real fun.

## GHOST
**Strengths:** Speed and strafing ability.
**Weaknesses:** Not much firepower.
**Special tactics:** This is a great getaway vehicle that strafes almost as fast as it moves. You're hard to hit and nearly impossible to catch. Your guns will stun opponents, so you can stun an enemy and quickly run it over.
**Advanced tip:** When you're flying through the air off a jump, hit A. It will make your nose go up and you'll pick up some air.

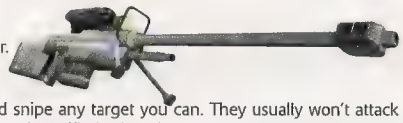
## BANSHEE
**Strengths:** It can fly, and the fuel rod cannon is extremely powerful.
**Weaknesses:** It's difficult to control.
**Special tactics:** Fly straight up, aim down, and then hold back on the left stick. This will let you hover for a while and pick off enemies from above.
**Advanced tip:** If you see a Banshee parked and surrounded by enemies, hit it with a grenade or rocket launcher so that no one can use it until you turn it over. The aliens in *Halo* are damn smart, but they still haven't figured out how to turn over a vehicle – thankfully.

## GRENADES



**Especially useful for:**
Fighting in tight spaces and destroying clusters of enemies.
**Best against:**
Groups of Grunts and Elites (Plasma).
Groups of future enemies (Fragment).
**Single player tactics:** Toss grenades around corners and into groups of enemies.
**Multiplayer tactics:** If someone sticks a plasma grenade on you, chase after them and give them the "hug of death." Plasma grenades are also great for taking out vehicles.
**Secret tactic:** Drop a plasma grenade at your feet while running away from bad guys. If they give chase, you'll get them.
**Did you know:** You can start chain reactions with grenades on the floor.

## SNIPER RIFLE



**Especially useful for:**
Wiping out enemy forces from afar.
**Best against:**
Gold Elites and Hunters.
**Single player tactics:** Stay back and snipe any target you can. They usually won't attack you if you're far enough away. The sniper rifle is also the best way to quickly take out covering fire from above.
**Multiplayer tactics:** The multiplayer map Blood Gulch is full of great sniping spots... search them out and you'll destroy your enemies.
**Secret tactic:** Learn to shoot without using the zoom. Although the gun is less accurate from the hip, it is faster and very effective against bosses.
**Did you know:** The sniper is useless against enemies later in the game.

## ROCKET LAUNCHER

**Especially useful for:**
Killing bosses and vehicles.
**Best against:** Hunters, invisible Elites, and alien tanks.
**Single player tactics:** Save your rockets for bosses, and you'll fly through the toughest sections of the game.
**Multiplayer tactics:** Aim for the area around your enemy. Even if you miss, the blast should cause damage.
**Secret tactic:** If you've ever played *Quake* in your life, you know this one: aim for the feet. You'll be less likely to miss, and you'll usually send your enemy into the stratosphere.
**Did you know:** Rockets are fairly slow. You need to give a good amount of lead to a moving target.

## NEEDLER

**Especially useful for:**
Delayed damage.
**Best against:** Useful against Jackals, since it can go around the shield.
**Single player tactics:** Fire as many into a target as possible. The resulting damage can be impressive.
**Multiplayer tactics:** This is a great defensive weapon for guarding the flag in CTF games.
**Secret tactic:** Fire 10 of these into a single target and there will be a mighty explosion.
**Did you know:** The needles will track targets.

## SHOTGUN

**Especially useful for:**
The later stage of the game.
**Best against:** Late game enemies.
**Single player tactics:** Get as close as you can to an enemy before firing. If they have a shield, it will most likely take two shots.
**Multiplayer tactics:** The closer you are, the more dangerous this weapon is.
**Secret tactic:** Use this almost exclusively against The Flood.
**Did you know:** That this should be your weapon of choice on tight multiplayer maps.

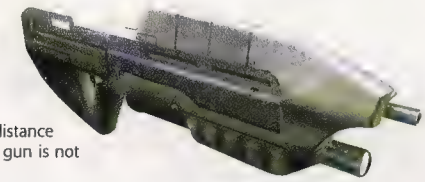
## PLASMA RIFLE

**Especially useful for:**
A reliable, basic weapon.
**Best against:** Most everyone.
**Single player tactics:**
This is a great all-around weapon – just watch out for the overheating.
**Multiplayer tactics:** The plasma rifle will stun its target. This is a great way to slow down a speedy target.
**Secret tactic:** Use the switch. Fire the plasma rifle until it almost overheats and then quickly switch to your other weapon. This way you never need wait for it to cool.
**Did you know:** That if you stun a player in a vehicle, even the vehicle's weapon will move slowly for a while.

## PLASMA PISTOL

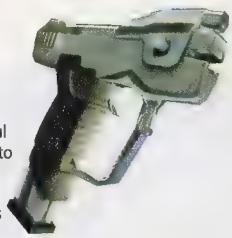
**Especially useful for:**
Wiping out enemies with shield, plus it has an excellent rate of fire.
**Best against:** Jackals, Elites, and enemies later on).
**Single player tactics:** Hit a target with the weapon charged, then follow it up with three or four quick shots, and you'll take out even the toughest Covenant baddie.
**Multiplayer tactics:** Use the same tactic in multiplayer and you'll eliminate your opponent's shields and then shoot away his life.
**Secret tactic:** In multiplayer, if you hit a vehicle packed with people, all of their shields will drop to zero.
**Did you know:** The charged burst will actually track enemies like a homing missile.

## ASSAULT RIFLE



**Especially useful for:**
Close attacks.
**Best against:** Enemies later in the game.
**Single player tactics:**
Don't try to waste shots at a distance or attempt head shots, as this gun is not very accurate.
**Multiplayer tactics:** Stay close and look for another weapon.
**Secret tactic:** Use short bursts. The longer you hold down the trigger, the less accurate you'll be.
**Did you know:** This gun does not give any bonus to head shots.

## PISTOL



**Especially useful for:**
Zooming in and hitting headshots.
**Best against:**
Distant enemies and Hunters.
**Single player tactics:**
Some consider this the most powerful and useful weapon in the game... if used effectively. Use it to zoom in on distant targets, aiming directly for the head.
**Multiplayer tactics:** If you can hit headshots, this weapon can destroy multiplayer opponents.
**Secret tactic:** The pistol is far less accurate on full auto. Squeeze off each shot individually rather than holding down the fire button.
**Did you know:** That a head shot is two times more effective than a regular body shot.

## MELEE ATTACK

**Especially useful for:** Killing aliens from behind.
**Best against:** Sleeping Covenant Grunts.
**Single player tactics:** This is one of the most powerful attacks in the game. If a Covenant has his back turned, you can wipe him out with a single shot.
**Multiplayer tactics:** If you run or jump while attacking, this has even more effect.
**Secret tactic:** Use a charged plasma pistol to take care of the armor and stun the victim, then follow up with a quick melee attack to seal the deal.
**Did you know:** There are unique melee times for each weapon. Pistols can attack and re-attack much more quickly than a rocket launcher or needler, for instance.

■ **You can off a Banshee with a Ghost, but be ready to bail if the hull is headed towards you.**

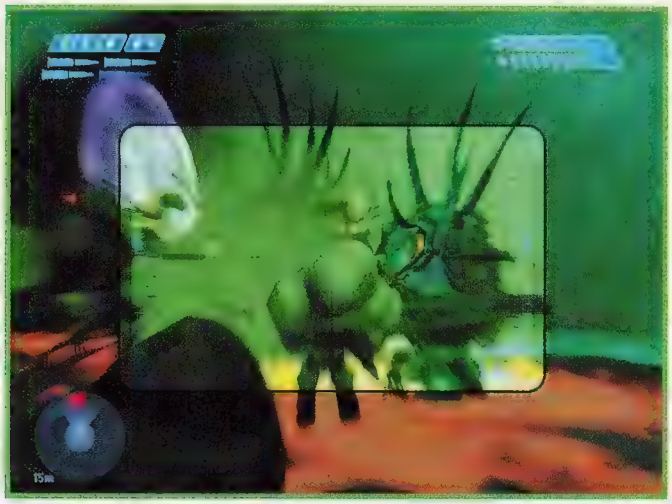
## LEVEL EIGHT: TWO BETRAYALS

**IDEAL ARSENAL:** Shotgun and plasma rifle.
**IDEAL ENVIRONMENT:** Comfy – this one takes a while, too.
**BEST TIP:** Use the vehicles whenever possible.
**HARDEST PART:** Getting the last Banshee.
**HOW TO BEAT IT:** At the very end of this level you'll find yourself stuck in an intense battle between Covenant and Flood. Stay to the far left side of the map, and make a daring run at the Covenant tank with your rocket launcher. If you survive, scramble to the Banshee and gain air quickly.
**COOL THING TO TRY:** Use the Banshee to wipe out every single enemy.

### WALKTHROUGH:

**The gun pointed at the head of the universe:** Quickly go to the top of the tower and pick up a health and the sniper rifle… but don't use it yet. Get to the bottom of the dam as quickly as possible and get the rocket launcher that's on the right hand (facing the big building). Run back up several levels higher and take out the tank from a distance. Return to the bottom and use your sniper rifle or rocket launcher to take out the Gold Elite. He is your biggest threat as you try to get the Banshee.
**Breaking stuff to look tough:** Use the Banshee to clear the bridge and then land on it, loading up on weapons and ammo. Keep your rocket launcher… you may need it. If you see aliens and the Flood fighting, let them fight, and then defeat weakened winners. Beware of Gold guys inside.
**Another bridge:** Use a rocket or a charged-up alien pistol to take out the Gold Swordsman. Let the bad guys fight each other whenever possible. Pick off the survivors.
**Another building:** After you go through a long hallway, there will be a sharp turn. Lob a grenade around the corner and you'll take out a monster with a rocket launcher. The next bit is extremely difficult, but the basic idea is to make it to the bridge and kill everything behind you.
**New Bridge:** Getting across the bridge is also extremely difficult. The best idea is to just get across as quickly as possible, using every grenade, bullet, and weapon that you have. This is a good time to break out the rocket launcher.
**Outside again:** Once you've fought through the next building, you'll be back outside at a clearing. Jump aboard the Ghost and immediately focus on the aliens surrounding the tank. Side strafe away from the tank cannon and patiently pick off the ground forces. Once they're clear, fly down into the pit in front of the tank and get more rockets. Fly up, hide behind a rock, and then use the rockets to destroy the tank.
**Down and up:** Fly down through the tunnel and then through the barrier (you'll fit). Flip the Warthog and take it up the narrow pathway. When you reach the top, jump out and use the turret. Drive until you reach the opening and the massive tower. Use the cannon to shoot down the Banshee and then kill the two Hunters on the right. Continue on to the right, leave your Warthog behind, and wipe out the tank with a rocket launcher. Run up and get on the turret to take out the two Elites below.
**In the air:** Jump into the Banshee and fly as high as possible. Destroy the other airborne Banshee and then, from high above, pick off all the targets below, starting with the turrets. Fly directly above your target, point your nose directly down, and hold the left joystick back… this will allow you to hover out of reach of enemy weapons.
**Disruption:** Land on the platform. Enter and step into the beam to disrupt it. If your health is low, escape can be difficult. Don't be afraid to run. Otherwise, a shotgun is the best weapon for this part. But if you ask us, running is always a viable option. It's not cowardly, just smart. Sometimes cowardice is the better part of valor.
**The tunnels below:** Jump on a Banshee, fly into the tunnel, and wipe out all the resistance. Or just let them fight and wipe out the remnants. Target the right side first and you'll eliminate most of the rocket launchers. Watch for more rocket troops around the corner. Open the door.
**On foot:** Make your way across the bridge, using grenades to kill small enemies and make sure that nothing gets behind you. Watch out for the rocket launcher.
**Final run:** You'll see another battle going on. Stay out of it as long as possible. Go around the corner (the tunnel's blocked) and you'll see another battle in action. Let them fight and take out the winners. Take out the rocket launchers on the left by running at them and fighting at close quarters.
**Ground war:** Now you've got one ground battle left… and it's a toughie. Stay to the far left until you can get into the base. Regroup, reload, and then make a run at the closest alien tank with your rocket launcher. Immediately jump on the Banshee and gain altitude. From here, you can head to the waypoint or exact some revenge. Needless to say, we prefer the revenge.
**Getting out:** Once you get to the waypoint, you'll be attacked by drones. Stay up high, as they don't shoot up.

■ **If you stay at a high enough elevation, you can pick off enemy troops at your leisure.**

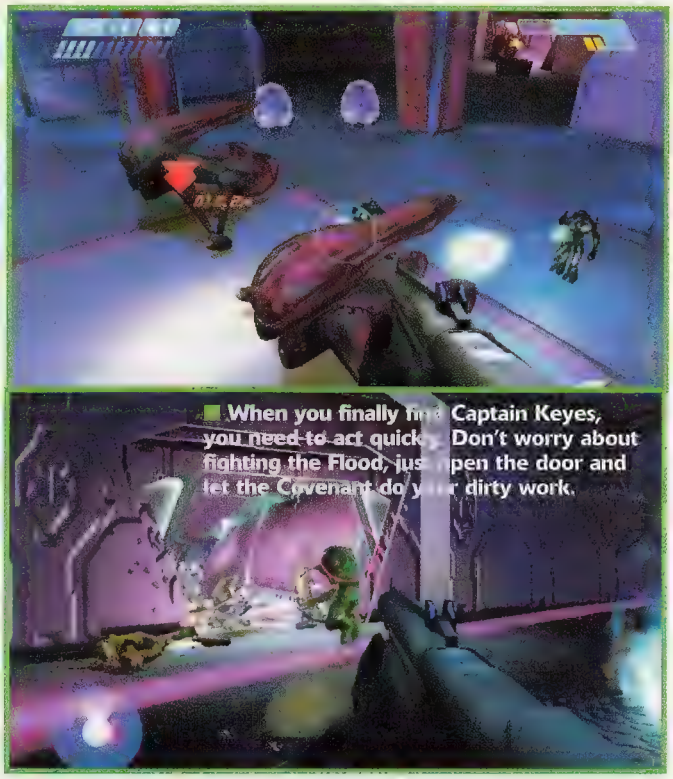


## LEVEL NINE: KEYES

**IDEAL ARSENAL:** Shotgun and alien rifle.
**IDEAL ENVIRONMENT:** Somewhere secluded so you don't look like a fool when you start shouting at the creatures onscreen.
**BEST TIP:** Grenades are your best friend in this level.
**HARDEST PART:** Escaping after you find the captain.
**HOW TO BEAT IT:** Immediately jump off the captain's platform and run to the left. Open the door in the left corner and Covenant will stream out and fight the Flood for you. Otherwise, if you decide to battle it out with the Flood and you actually survive (which ain't easy), then there are a host of Covenant waiting to finish you off.
**COOL THING TO TRY:** At the end of the level, you can actually jump on top of a Covenant drop ship and use it to get you to an empty Banshee – skipping an amazing amount of enemies and jumping right into the next level.

### WALKTHROUGH:

**Under new management:** Fight, fight, fight, and let the other guys fight whenever possible… this time around, it's best to help the Flood rather than the Covenant. If you have a shotgun, the Flood can be handled.
**On the ground:** You know the routine by now, just keep fighting. When you are told to wait at the bottom of the gravity lift, don't dawdle. Get to the top of the hill as quickly as possible and they'll beam you up.


When you finally find Captain Keyes, you need to act quickly. Don't worry about fighting the Flood, just open the door and let the Covenant do your dirty work.

**In the ship:** When you reach the hangar room of the ship, jump downstairs and save yourself some trouble. When you reach the second big room, bypass the first door and sneak alongside the firefight. Use lots of grenades and shotguns.
**The captain:** When it's time to escape, try it yourself a couple of times. Difficult, isn't it? Now, when you are given the command to escape, jump off to your left (facing the doors) and open the one on your far left. The Covenant and the Flood will fight each other to a standstill. Like *candy*.
**Chaos:** Now just fight your way down to the escape pod bay. Jump onto the alien drop ship (it looks scary, but it can be done). Jump onto the bridge and then jump down onto the Banshee. Jump in and you're set.

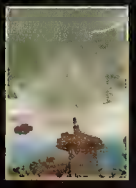
## THE 10 MOST SATISFYING THINGS TO ACCOMPLISH IN *HALO*

**1. Killing a Hunter with a melee attack.** *Let him rush, sidestep, and then attack.*

**2. Killing a Gold Swordsman with a melee attack.** *Hit him with a charged pistol burst from very close up and then immediately attack.*

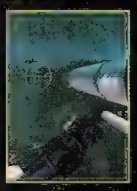
**3. Running over bad guys with a Warthog.** *Just watch out for plasma grenades stuck to your tires.*

**4. Blasting groups of enemies with the Scorpion cannon.** *It's the most powerful weapon in the game.*

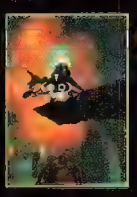


**5. Skipping a major section of Level Five.** *When you reach the bridge with the Banshee on it, shoot any possible drivers and get to it quickly.*

**6. Shooting down a Banshee with a rocket launcher.** *Wait until it is right above you before you fire.*



**7. Shooting down a Banshee from a Banshee.** *Use the left trigger for a devastating attack.*



**8. Finishing the game in Legendary mode.** *It's truly worth the effort.*

**9. Playing through the entire game co-op in Legendary mode.** *…and still remaining friends.*

**10. Taking out a pal in multiplayer with a plasma grenade.** *…and it doesn't count if they're on a vehicle.*

**Running over aliens is some serious fun, but if you want to finish the game, just ignore 'em and go as fast as you possibly can.**

## LEVEL TEN: THE MAW

**IDEAL ARSENAL:** Shotgun and rocket launcher.
**IDEAL ENVIRONMENT:** Invite some friends, they've got to see this.
**BEST TIP:** Know how to alternate between the shotgun and the alien weapons while holding on to the rocket launcher.
**HARDEST PART:** The end run.
**HOW TO BEAT IT:** You'll have to figure this one out, but we'll give you this one tip... if you jump out of a falling Warthog near the ground, it'll greatly reduce the damage taken.
**COOL THING TO TRY:** Take the last part slowly and savor the moment. You'll fail, but it'll be worth it.

### WALKTHROUGH:

**The Skinny:** You've reached the end; let's just hope you remember everything you've learned.

Tips:
- Watch out for the Spec Ops Covenant in black... they are the toughest by far.
- Some Spec Ops Grunts carry a weapon that explodes when they die. Steer clear.
- Plasma weapons are best for taking out Sentinels.
- Before you go into the engine room, visit the armory and load up on ammo.
- After you destroy each vent, jump down and grab one of the health packs on both sides of the floor level.
- In the final run, don't worry about the bad guys, just stay to the middle and get to the end as fast as you can.
- Don't wait for the first pickup, he's not going to make it. Just keep moving.
- Look for shortcuts. They are any of the big open doors you see on the sides.

**The hard part:** This will require several attempts. After a big battle, find a checkpoint so you don't have re-do the battle. After that? Game Over.

## OUR 10 FAVORITE VISUAL TREATS IN *HALO*

**10.** Watching the Covenant shoot escape pods out of the sky while on the Pillar of Autumn level.

**9.** Shooting a Banshee with a rocket launcher and diving out of the way as the smoking rubble careens barely overhead.

**8.** Using the night-vision sniper scope to take out an enemy.

**7.** Running out into the water on the Cartography Island and seeing how good it looks.

**6.** The invisobaddies.

**5.** Blowing up anything with the Scorpion tank. Best. Explosions. Ever.

**4.** The carnage leading up to the Flood.

**3.** The Flood at its greatest numbers.

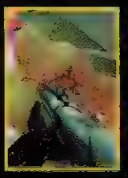
**2.** The huge Covenant vs. Flood battles.

**1.** The entire end gameplay sequence (too bad you won't have time to actually enjoy it.)

## MORE BEASTS

### INFECTION FORMS

**Watch out for:** Their numbers.
**Best weapon to use:** Assault rifle.
**How to beat them:** Liberally spray the assault rifle in every direction – or use the fragment grenades to wipe out large numbers of these beasties.
**Secret tactic:** If your shields are full, it's acceptable to let a couple of these guys hit you. But you should be very wary of them if your shields are low.



### THE FLOOD

**Watch out for:** Their persistence and occasional weapons.
**Best weapon to use:** Shotgun.
**How to beat them:** Wait until they get close and hit them with a single shot. This is the only weapon (other than the rocket launcher) that really takes them out.
**Secret tactic:** Stick one with a plasma grenade, then shoot it with the shotgun and run backward. His pals will get blown apart when the grenade goes off.

### EXPLODERS

**Watch out for:** Their exploding. You should also watch out because they can get blown over your head by a grenade and then explode behind you.
**Best weapon to use:** Shotgun – at a distance.
**How to beat them:** These guys are actually a great help in battle. Wait until they are surrounded by the Flood and set them off. Incredibly, they'll wipe out their own forces.
**Secret tactic:** Be patient: if you time your shot, you'll take out a lot of enemies.

### SENTINELS

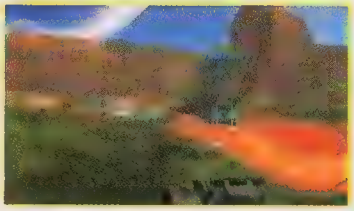
**Watch out for:** Their laser beams.
**Best weapon to use:** Plasma pistol or plasma rifle.
**How to beat them:** Draw them into tight confined spaces, like hallways, so they can't spread out and attack.
**Secret tactic:** Charge up the plasma pistol and you can take these guys out quickly.

# Halo: Become a Halo God

We play a lot of *Halo* in the **Official Xbox Magazine** office. We repeat: We play a LOT of *Halo*. Just ask our long-suffering managing editor, Sarah, and she'll tell you that every work day at 5 p.m. (and when we're lucky, even at lunchtime), you can find us huddled around televisions in different parts of the office virtually sniping and pistol-whipping each other through the magic of *Halo* and the office LAN. All this quality time with the game has given us insights into making the most of multiplayer – namely, Capture the Flag with all vehicles turned on in Blood Gulch. Benefit from our wisdom with the following tips and turn yourself into a *Halo* multiplayer master in no time. Just don't blame us when your friends start to hate you for winning all the time.

## 1. BLUE LINE DEFENSE

Blue Line Defense is a hockey term and basically what it means is moving the defense forward, thereby putting more pressure on the attack. In Blood Gulch this is best achieved in a Scorpion Tank. Bring the tank up close enough so that you can easily see the teleporter (and destroy anyone that comes out of it). Have your teammates move forward toward the flag.

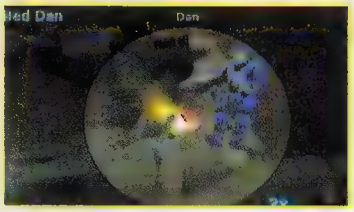


## 2. CONFUSION

Whenever the members of the other team sees that the enemy has captured their flag, they freak out and start to move toward your base to intercept the flag carrier. To counter this, do what they wouldn't expect. Stay in their base with the flag for a bit, then head up top and use the teleporter. Many times the other team is already at your base desperately trying to prevent your team from scoring. You can simply saunter in behind them to place the flag and get the point.

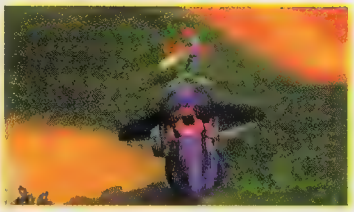
## 3. TANK KILLA

The pistol is the absolute best weapon for taking out a tank. Just zoom in and pop people in the head. It takes only about six shots to completely take out a tank driver. Also try tossing grenades at the treads to speed up the process.



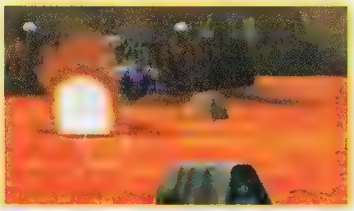

## 4. TELEPORTER CAMPING

Any vehicle will work for this technique, but the Ghost is the most fun. Just sit patiently by the enemy's teleporter and run over unsuspecting Master Chiefs as soon as they zap through. It certainly ain't nice, but it definitely gets the job done.



## 5. GHOST POPCORN

The situation may seem hopeless when you're on foot against a Ghost, but if you have grenades, the advantage goes to the guy on foot. Just drop a grenade right in front of you: as the Ghost comes to run you down, it'll fly harmlessly overhead and usually kill the driver. Then shout "Thanks for the ride" for maximum annoyance.

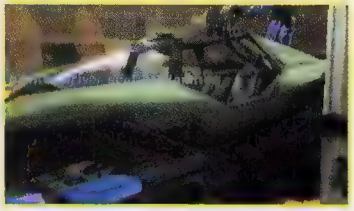


## 6. VIOLENCE WITHOUT BULLETS

One of the most overlooked and effective attacks in *Halo* is the butt of the gun to the back of the head. One hit and they are down. The best way to do this is to get the invisibility or approach the base from the canyons. Go up on top and whack the two snipers over the head, grab the flag, and bam, more points.

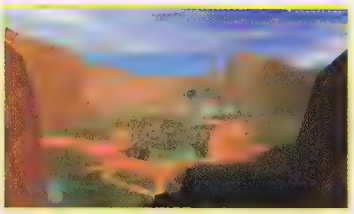
## 7. WARTHOG RUN

One of the most effective flag runs in the game is the two-man Warthog run, one on the gun and one at the wheel. However, in order to make this work, you MUST make sure the enemy doesn't have a tank – if they do, then this is just a double suicide. Drive around the base in circles while the gunner lays down some fire, then park in a spot where the gunner can still hit the top of the base. Driver goes in to get the flag while the gunner lays down cover fire.



## 8. HILL TANK

Behind the red base is a raised and very effective sniper spot for the red team. However, just because you are on the blue team doesn't mean you can't enjoy the fruits of this fine location.

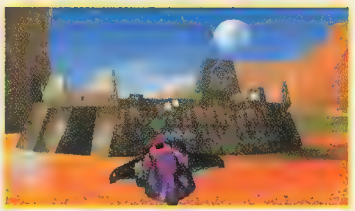


## 9. TELEPORTER BLOCK

Nothing is more annoying than having to run across the map, especially when trying to catch a flag carrier. Just park any vehicle over the teleporter pad and block off teleportation. For maximum effect and an especially coordinated flag run, block the teleporter until your teammate gets the flag, then back off and let him through before covering it again.

## 10. CIRCLING THE WAGON

Jump on a Ghost and head to the enemy base. Instead of immediately going inside, though, just drive circles around the base again and again. Before long, your turtle-like foes will peek their heads outside to see what's up. That's when you run them over and take the flag unhindered.



# Halo: Become a Halo God Part II

Vehicular manslaughter? In *Halo*, it's a way of life. Learn how to take over a game with the Scorpion, the Ghost, on foot, or in the Warthog with our staff's takes on all the ways to use and abuse every vehicle in *Halo*. Want to know our dirty tactics for controlling the map in the Scorpion Tank? Mike tells you how. Want to know the best way to torture a Ghost rider while on foot? Frank gives you the scoop. Read on to profit from our hours upon hours of virtual co-worker stomping and you'll find that your friends will want you on their team, lest they find themselves on the business end of your tank's turret.

## WARTHOG

**STRENGTHS** Powerful cannon, speed, and it's a great two-player vehicle.
**WEAKNESSES** Easy target for the tanks, slower than the Ghosts, and not much use for one player.
**OUR EXPERT** FartRhino (Dan Egger) isn't afraid of using the Warthog, even if there are other vehicles in the game.

### TACTICS

**Grab-n-Go**
In multiplayer games, few tactics are more effective than the Warthog Grab-n-Go. Load up two players in a Warthog and make a run for the other team's flag. The gunner can take out any foot soldiers while the driver ditches and grabs the flag.

**Hidden Turret, Crouching Trooper**
The Warthog can be an extremely effective defensive weapon if parked discreetly behind a hill, inside your base, or around a corner hidden from view. Just jump into the gun at the right time and wipe out the enemy.

**Ramp It Up**
The Warthog also makes for an excellent ramp for a Ghost. Just back it up to the desired location, get in the other vehicle, build up speed, and let her fly. You can even use two Warthogs as a ramp for a Scorpion tank.

**Warthog Camping**
Park on a nearby hill that overlooks all your opponent's spawn points and quickly wipe them out as soon as they pop to life. Don't park too close, or else they'll easily take you out with grenades.

**Turret Sniping**
Jump on the back of a Warthog, but don't push the X-button to control the turret. If you have a sniper rifle, you can zoom in on your prey safely covered by the turret shield. You can also quickly press X to switch to the turret if you see someone nearby.

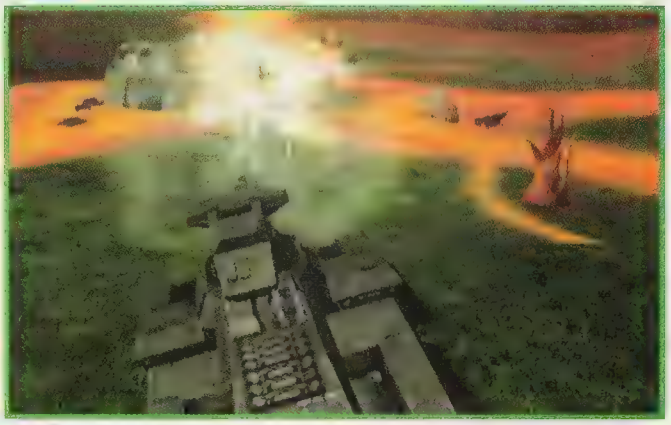
### COUNTERMOVES

**Against a Pedestrian**
**Their move:** Beware of the grenade, it is the best weapon to use against the Warthog. The cowardly foot soldiers tend to lob it close and then get out of the way of fire. Often the explosion won't kill the gunner, but if they follow up with a quick shot from the assault rifle, it's over.
**Your counter:** Just keep an eye open for grenades and be ready at all times to jump off the turret, run for cover, and then jump back to finish the job.

**Against a Ghost**
**Their move:** The dirty little chickens get behind the Warthog and continually fire to freeze it so you can't shoot.
**Your counter:** Don't let a Ghost get behind you. If you're just driving, you're better off on foot with grenades. If you're on the turret, just make sure that you fire first... you'll last longer than the Ghost.

**Against a Warthog**
**Their move:** Circling you and giving their gunner the best possible angle.
**Your counter:** See above, but do it better.

**Against a Scorpion Tank**
**Their move:** They tend to shoot you with their big gun. The Warthog is a pretty easy target.
**Your counter:** Get out of the Warthog and run for cover. Even though your turret is powerful, it's no match against a tank cannon.



## SCORPION TANK

**STRENGTHS** Massive firepower, great range, and great armor if used right.
**WEAKNESSES** Ponderous, easy to snipe, and it's a damn big target with a slow rate of fire.
**OUR EXPERT** Mr. Death (Mike Salmon) owns the tanks, whether he is in them or fighting against them.

### TACTICS

**Turret Turn**
Face your tank in the opposite direction of where you want to fire and turn your turret around. This covers the driver with the armor of the tank and makes any weapons with bullets completely ineffective. Combine this with a good high spot on the map and you can literally control an entire game.

**King of the Hill**
The incredible range of the tank means that if you get to a high spot on the map you can hit pretty much everything on the map. Combine this with the Turret Turn for maximum dealing of the death and whatnot. It's especially dirty to get up on a hill super far away from the other team's base and lob fire into their base area. You can't even see the enemy, but if you get good enough with the trajectory you can rack up the kills anyway.

**Cover Fire**
Not so much a secret tactic as an absolute requirement -- never, ever stop firing your machine gun. It will rarely kill anybody, but the massive spray of fire doesn't cost nothing and it's great at knocking snipers and pistols out of zoom mode.

**Tank Camping**
Turn the turret, get on a hill near the enemy base, constantly fire the machine gun, and sit there taking out enemies as they spawn, while your teammates run in for the flag. It's cheap, it's dirty, and it's probably the most effective strategy in the entire game.

### COUNTERMOVES

**Against a Pedestrian**
**Their move:** The good ones will run straight at you fearlessly.
**Your counter:** Blowing an enemy on foot to bits is a good start, but if that doesn't work, use the machine gun to keep them from zooming.
**Their move:** If they latch a few plasma grenades onto the tank, it's game over.
**Your counter:** Plasma grenades take a while to blow up and have a very small explosion area. As soon as you see a plasma grenade on your tank, hop out.

**Against a Ghost**
**Their move:** They scurry along behind the tank and continually fire at the turret to freeze it. It takes a while to kill the tank, but you are completely helpless.
**Your counter:** The key is to never let a Ghost get behind you.

**Against a Warthog**
**Their move:** The smart ones run, the dumb ones try to take you out with the gun on the back of a Warthog, which can be deadly in close.
**Your counter:** Warthogs are easy targets and should be eliminated easily from a distance where the gun is useless.

**Against a Scorpion Tank**
**Their move:** Shooting you with its big gun before you shoot it with your big gun.
**Your counter:** Use the terrain to obscure the other tank's shot, then as soon as it fires (and misses), get to high ground and blast it before the big gun recharges.

# Halo: Become a Halo God Part II (continued)

## On Foot

**STRENGTHS** Smallest target, can get to and fit practically anywhere, and can't be seen on radar when still.
**WEAKNESSES** Basically a slow-moving, soft-bellied bag of flesh that's easy picking for any vehicle.
**OUR EXPERT** Sgt. Campsalot (Frank O'Connor) is the Pedestrian of Death, with a bizarre mix of stealth, all-out assault, and chicken-hearted fleeing.

## Tactics

**Foot Fun**
If you can't beat them, beat them: Remember that the butt of any weapon can be used to beat anyone over the head with. If you strike them directly from behind it's an instant kill, and if you walk slowly enough, they can't see you on radar.

**Pistol Whippersnapper**
Remember to keep the human pistol. It hardly ever runs out of ammo, and if used accurately it's almost as deadly as the sniper rifle, and certainly better at range than the machine gun, shotgun, or rocket launcher.

**Sniper Fun**
Find a place to hide where you can quickly get to cover, like behind a rock, as the enemy can see the trail of your sniper bullet and identify your location. Also, if you have the time and an opponent is standing still, go for the head shot. That way they won't know what hit them. In fact, you should always try the headshot.

**Jump, Crouch, and Cover**
If you're being chased by anything, jump, crouch, and hide behind things. If you're on foot in the open against a vehicle, you're probably dead, but maximum movement can save your life – and you'd be surprised how effective ducking can be against a speeding Ghost.

**Power Up**
If you're walking, you need some power-ups, so running a pattern to continually get invisibility or shields would be a good start. A marauding Master Chief with 400% health, invisibility, an armful of grenades, and a rocket launcher is a nightmare.

**All Your Base**
On Blood Gulch, on the roof of your base, you'll see a slightly raised ramp at the back. Get on it and jump onto the rear structure. Now you're high enough to shoot at the opposing base with the sniper rifle. If they shoot back, simply fall to safety behind the base. Ha ha.

## Countermoves

**Against a pedestrian**
**Their move:** Sneaking up behind you by walking slowly enough to avoid activating their radar. They can walk at a reasonable pace and still be invisible.
**Your counter:** Don't assume they're not coming to get you because your radar is clean. Rotate, look around, and watch the cliffs and crannies.

**Against a Ghost**
**Their move:** They tend to run you over. The dumb ones come straight at you, the smart ones dance around and zip in for the kill after you've fired/thrown a grenade.
**Your counter:** Having the rocket launcher is a big help. If a Ghost comes towards you, switch weapons and shoot at him with something lame, tempting him to charge. Wait 'til he gets closer, then switch to the rocket launcher at the last moment and try to take him out at almost point-blank range. With luck, the Ghost will blow up and soar overhead. If you don't have a rocket launcher then combination of grenades and precise pistol shots can work as well. However, this requires serious skill, timing, and a little bit of luck to pull off. When you do, it is the ultimate "in your face" moment.

**Against a Scorpion Tank**
**Their move:** The smart ones tend to keep firing the machine gun to keep you from zooming in and shooting him in the face, and then they blast you with their big, sissy-like gun.
**Your counter:** Want a tank? Stand still and lob grenades in front of charging tanks, or ahead of fleeing ones, while continually blasting the driver seat with pistol shots. Naturally, a rocket launcher does the trick in one shot. Staying on uneven ground is very useful, as is hiding until after they have fired the big gun and attacking while it recharges.

**Against a Warthog**
**Their move:** They will also try to run you over, only the Warthog isn't nearly as good at it.
**Your counter:** The Warthog is the pedestrian's friend, unless it has a gunner, which of course it often does. If you stay still and dodge late, it simply can't get you. You can, however, toss grenades all over the place until it flips. Basically, when attacked by a gunless Warthog, just keep going about your business as if it isn't there.

# Halo: Become a Halo God part II (continued)

## GHOST

**STRENGTHS** Fast to get in and out of any location, often too quick to target, and is a double-edged sword of death.
**WEAKNESSES** Weak firepower and lack of any cover make it sometimes vulnerable to attack from all sides.
**OUR EXPERT** Deathbringer (Francesca Reyes) is exactly what her name says when she's in a Ghost. She's thinking of changing her name to Death From Slightly Above The Ground, but it's too long.

## TACTICS

**Meet the Parkers**
Parking the Ghost on top of a teleporter is a satisfying tactic that often rewards you a few kills in the process. Simply wait for the enemy to respawn, then park it while they're trying to get through. Now the teleporter is blocked and you can control the map.

**Carmageddon**
Forget the freeze gun, simply use the Ghost as your own sort of shopping cart of death to run over as many foot soldiers as possible. The best place to do this is in front of the enemy base where they sometimes respawn. It's a quick way to move up on the kill ladder and a easy way to infuriate any opponent.

**Mr. Freeze**
Remember that the Ghost's gun temporarily freezes your opponent when they're being hit. Keep your trigger finger down when you get someone in your sights, and if you manage to keep them from firing at you, you can simply finish them off with a quick run-over. Sweeeet.

**The Unexpected**
Do what the enemy would never think you'd do in a vehicle: take the Ghost inside their base to inflict maximum carnage. In a small space, it's difficult to maneuver the Ghost, but at worst, they'll grenade you while you're still in the vehicle. Best-case scenario is that you'll run over enemies while blocking their exit. It's inhumane, but it gets the job done.

## COUNTERMOVES

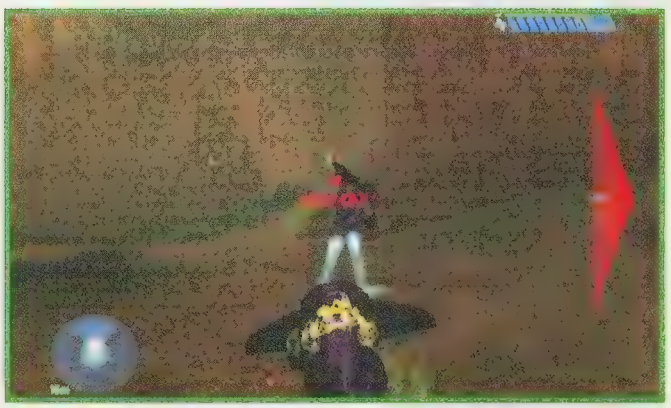
**Against a Pedestrian**
**Their move:** One word: grenades. Plasma grenades are even more dangerous. They simply lob them at, in the path of, or onto the Ghost and it's hasta la vista, Ghost. Beyond grenades, people tend to run away like little girls and hide near rocks and in valleys to avoid being your next hood ornament.
**Your counter:** Simply hug the ground and hills to make sure they can't crouch under your Ghost. Then learn to make tight turns so they can't simply juke you. You can usually get most foot soldiers easily if you just remain patient. The best way to remain safe from the grenades is to move inconsistently so that they waste all of their grenades, then floor it and knock 'em dead.

**Against a Ghost**
**Their move:** It's really a battle of wills since these head-to-head fights take about a year. The impatient players will run away or hop out and try finishing you on foot.
**Your counter:** If they get out of the Ghost, by all means run them over. However, if they are patient enough to duel it out, then try to get behind them or lead them to other teammates with rocket launchers or tanks that can eliminate them.

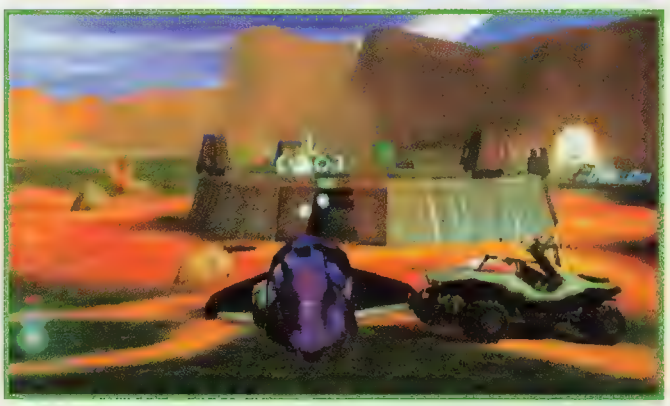
**Against a Scorpion Tank**
**Their move:** Shooting you to little bits with their big cannon.
**Your counter:** Your best bet is to juke the tank until it fires its big cannon at you. Now you have some grace time to get behind the tank and freeze the turret with your lasers. A tank is helpless against a Ghost with optimal positioning behind it or to its backside. It's an especially frustrating death for the tank's driver, which is always a big bonus.

**Against a Warthog**
**Their move:** If they're driving the Warthog, they need to face facts – they're pretty much screwed and should be thinking of what they'll do post-respawn. But occasionally the fools will attempt to take you out with the chain gun. If they manage to hit you before you hit them, then they may actually live.
**Your counter:** It's all about getting behind the Warthog, if you're in a Ghost. It's especially easy if the Warthog is only carrying a driver. But if there's a gunner involved, use your quickness to outmaneuver the turret fire and try to get to the side or behind the gunner. You can instantly freeze them, and death quickly follows.

When against a tank, take cover behind anything until he fires.



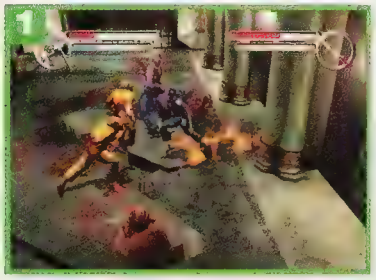
Make men your hood ornaments.



Always keep moving in the Ghost.

# Hunter: the Reckoning

*Hunter* may be one of the best, most addictive multiplayer beat-'em-ups to grace consoles in a long time, but it's also one of the toughest. But never fear – the **Official Xbox Magazine** is here to give you the lowdown on simple ways to get through the game in the most efficient way possible.

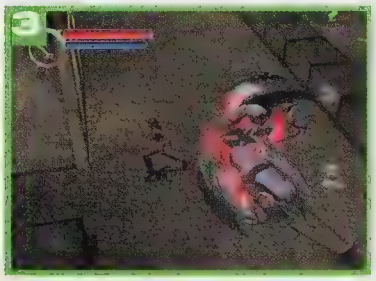


## MONSTER: GARDEN VARIETY ZOMBIE

**Best weapon against:** Any
**Most annoying trait:** Sheer number of them. They'll spawn incessantly in some areas
**Secret tip:** According to the game, zombie meat tastes good.

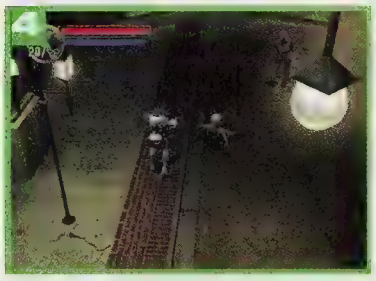
## MONSTER: FLAMETHROWING ZOMBIE

**Best weapon against:** Any gun
**Most annoying trait:** Will fire up the flamethrower at will and does loads of damage
**Secret tip:** Try to shoot at its actual flamethrower pack on its back and it'll explode instantly.



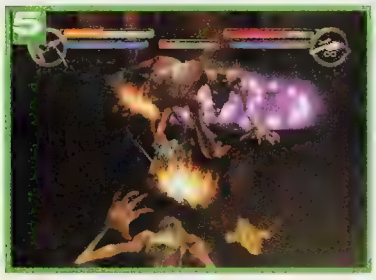
## MONSTER: STONE GARGOYLES

**Best weapon against:** Melee weapon
**Most annoying trait:** They can spin and lunge, but they're very slow
**Secret tip:** Get in really close to one, but not in front of it, and start hacking away. It can't really spin if you're constantly hitting it.



## MONSTER: SKITTERS

**Best weapon against:** Any gun
**Most annoying trait:** Will run up and explode, setting your character alight and doing major damage.
**Secret tip:** The minute you hear scampering in the distance, pull out a gun and shoot it RIGHT AWAY. Don't let it get near you.

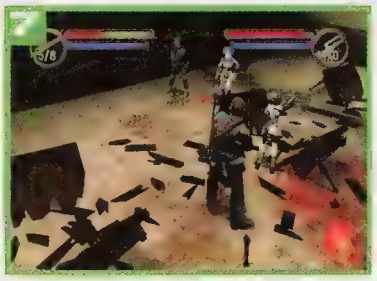


## MONSTER: TWO-LEGGED BEAST

**Best weapon against:** Flamethrower or high-level shotgun
**Most annoying trait:** They can jump at you from a distance and pull off some powerful moves
**Secret tip:** If you have any powerful weapon at your disposal, one shot will usually knock out a Two-legged Beast.

## MONSTER: RAVE KIDS

**Best weapon against:** Machine gun
**Most annoying trait:** They don't appear without five thousand of their friends in tow, and they're powerful to boot
**Secret tip:** Stand back and simply open fire on them as quickly as possible.



## MONSTER: VAMPIRES

**Best weapon against:** Any gun or Judge's crossbow
**Most annoying trait:** They're incredibly fast, acrobatic, and usually pack quite a bit of heat
**Secret tip:** If the Judge is in your party, have him use his Crossbow. One shot will usually kill a female vampire.

## MONSTER: RATS

**Best weapon against:** Any gun
**Most annoying trait:** Their gas attacks will temporarily keep you from being able to attack and they spawn in numbers
**Secret tip:** Back up when you see a rat spawn and hit it once or twice with your stock range weapon. They go down easy, but keep your distance.

## MONSTER: HANGING MEN

**Best weapon against:** Shotgun
**Most annoying trait:** They appear in bunches out of nowhere and they have a powerful echo range attack
**Secret tip:** Wait until they bunch together and let loose with a shotgun. Always be prepared for them to drop down in prison areas.

## MONSTER: MECHANICAL BEASTS

**Best weapon against:** Rocket Launcher
**Most annoying trait:** In the Machine Shop, they'll crowd you in one of the rooms, so stay well clear of them as they can hit you from afar with a flame attack
**Secret tip:** Stay far away and start unloading rockets into them. Try to keep them bunched together near the propane tank, then ignite it.

## UNCOOPERATIVE PLAY

It's nice to think we live in a world where friends can join together for one cause, share in the experience, and not think about number one. However nice that may be, it just ain't true. Most of our cooperative romps through *Hunter* involved item stealing, health hogging, and experience-point stockpiling. Unless you live in Utah, we imagine you'll probably encounter the same kind of scum that roam these offices. Well, if you can't join 'em, then beat 'em.

### NOT SO-FRIENDLY FIRE

This one is especially evil and pretty funny until the fight breaks out. Basically, when your friend leaves to go to the bathroom, get you homemade cookies, or plot your demise, just switch on friendly fire through the options menu (click the meter all the way to the right). When they return, just start killing them. It'll take them a while to realize what has happened and they'll be really, really mad. Make sure you are bigger than this person before you try this.

### PREVIOUS EXPERIENCE

The frontline is easily the most dangerous in *Hunter*, but it's also the place where you can rack up the experience points. Pick a fast character and constantly lead the party around so you can wipe out the first wave of characters. If you can survive you'll pick up some serious experience points, and if you die the shared lives of multiplayer means it doesn't hurt you personally, that much.

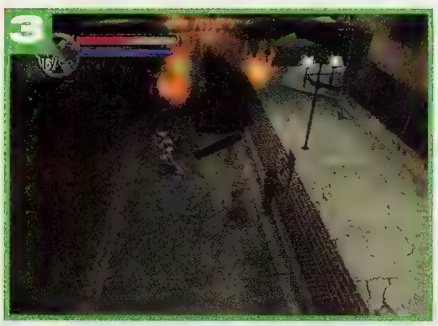
### WORKIN' THE CAMERA

If you get your character to the outer edges of the camera space, you can control where your allies can go. This is especially useful in keeping them from power-ups that clearly have your name on them. Just stunt them long enough for them to get distracted by hordes of enemies then race across and get the goodies for yourself. You deserve it more anyway for reading this strategy.

## SECRET GOODIES

**In Alternate *Hunter* mode, everyone's got their own different look.**

**Insanity ensues.**




**Find incendiary object, clear, and fire!**

### 1. ALTERNATE HUNTER MODE

Finish the game once and you'll be able to activate Alternate *Hunter* mode via the Special Features menu. The only real difference once you activate this mode is that all the playable characters will be wearing new costumes that more reflect their personalities. The Defender will don a cop uniform, the Martyr will be wearing some crazy rave gear (well, more crazy than what she's initially wearing), the Avenger is dolled up in true biker duds, while the Judge is decked out in priestly garb (which actually looks like a three-piece suit from afar).

### 2. NIGHTMARE MODE

Think you've mastered *Hunter* and can take down a room full of monsters with just your stock weapons? Don't be stupid, my friend, *Hunter* has plenty more challenge left in it. Once you finish the game, you'll unlock the quite nightmarish Nightmare mode, which can be activated on the Special Features menu. Once activated, the number of enemies and their toughness increases seemingly tenfold if you decide to take the game on again. We tried to get through it on Nightmare but it was hard... really, really hard. Best of luck, because it's brutal.

### 3. BLOW IT UP!

Throughout the game, there are a handful of levels with incendiary objects that you can set off with just a few rounds from a gun or several thwacks with your melee weapon. In the Streets level, keep an eye out for the gasoline dispensers and newer-looking trucks and cars. On some of the later indoor levels, keep an eye out for propane tanks and marked barrels. These are helpful if you can lure enough enemies to them, then get some distance and blow them up with some well placed bullets. But make sure to take caution if you're near one. If they blow up, they'll most likely take you with them.

### 4. HIDDEN STRENGTH

In the Catacombs, you'll stumble across a room, which is home to a female vampire (with a machine gun) and an Innocent. Once you take care of the vamp and rescue the girl, don't rush out! Find the wall with a crack in it and smash your way through with any weapon. You'll find yourself a veritable treasure trove of firearm goodies and one of a few permanent stat power-up glyphs in the game. If you're in a party, you'll be able to fight over who gets the strength boost, but regardless, you can simply collect all the goodies and exit on the opposite end of the tunnel to continue your game.

### 5. HIDDEN ACCURACY

On the Main Yard 1 level, you'll have your hands full with enemies. But don't pass up the opportunity to explore the rooftop catwalks before you exit onto the next stage. Near the entrance, you'll find a rickety walkway leading upwards. Clear the enemies here, then proceed up the thin staircase to reach a series of interconnected catwalks which hold all sorts of weaponry (and some flamethrower-toting enemies), as well as a special permanent Accuracy power-up glyph.

**Grab the Strength glyph!**

**Then grab that Accuracy glyph!**

## VOICE CODES

Want to hear some wackiness? Enter in the following codes to hear some of the voice-acting bits that are thrown at you throughout the game. All the directional commands are entered into the game on the controller's D-pad (not the analog stick).

| Code | Effect |
|---|---|
| ⊕, ⊕, B | Random female voice-over |
| ⊖, ⊖, B | Random male voice-over |

## BOSS BASICS

RUN LAPS

CHAINSAWS + BLADES

Big, nasty, and mutated. Three key traits of a boss.

### WAR GHOUL

If you're taking this boss on with a friend or more in tow, start your fight off by heading out of the schoolyard, through the open gate and out onto the streets. You'll face down a horde of zombies there, but at least you'll have room to juke the War Ghoul. Kill off the zombies first to get them out of the way. If your friends are up for it, your best bet is to make someone the bait to lead the monster around the street area. You'll have to jump up every time it smashes its fists on the ground to avoid the radius of its shockwave attack. Beyond this, simply keep on unloading your ranged weapons into the beast, while it chases your friend around – or vice versa. It'll take a while, but it'll eventually go down.

Giant teddy bears are just plain freaky.

### TEDDY BEAR

Is there really an easy way to beat Mr. Teddy Bear (I can't believe I just wrote that.)? No, not exactly. Basically your best strategy is to avoid its two attacks: its stuffing vomit attack (funny as hell, but deadly) and the jump radius shockwave (not nearly as funny, but still deadly). Keep a good distance between you and the Bear, while unloading as many rounds as possible into it. If you're running low on health or Conviction, simply head over towards either of the rejuvenation points on opposite ends of the Church to replenish your supply. Be sure to use the rejuvenation wisely since it has limited supply and is key to getting through this boss without losing too many lives. Also make sure you use your Edges, to do damage or protect yourself.

Always save special items for the boss battles.

### WARDEN

The Warden is tough because of the extremely restrictive area you must fight him in. But, luckily, he's not exactly quick and there's a health rejuvenation point nearby. His three attacks consist of tentacle grabs (via a set of respawning vines), a heinous black death wave, and some good ol' gobsmacking. Again, your best bet is to bait the Warden with a secondary character and keep the other characters constantly attacking from afar. Characters with the best range attacks (like Avenger's shotgun) or with a powerful range item shouldn't be used as bait since they are valuable as an attacker. Make sure to jump over his radius attack, while taking out the vines that appear before they start wreaking too much havoc.

GET THE CHAIR FIRST

With a bit of skill you can "nail" the carpenter. Heh.

### CARPENTER

It's wisest to use a quicker character to defeat the Carpenter as his main strength is his agility. His attacks are inflicted mostly at close range, so it's actually quite easy to juke him if you simply keep moving. But the most important thing to do is try to conserve some Rocket Launcher ammo in order to take out the electric chair that sits near the north end of the room. You cannot defeat the Carpenter unless you first destroy the chair, as it will continue to slowly replenish his health when it gets low. We found this out the hard way, so you didn't have to. Take out the chair with any available weapon, but the Rocket Launcher is your best bet. Do so while constantly moving and take ranged shots at the Carpenter while you're at it.

Boss battles tend to be marathons in *Hunter*.

### ARKADY

Make sure you're at full health when you enter this battle. Arkady has three tricks up his sleeve that all require you to be fast. His attacks include a circular spirit attack, where he'll pause and emit a shield of spirits around him, which will damage you if you're hit or too close to him. He'll then lunge at you from afar and attempt to swipe you. Then, once you've done enough damage to him, he'll launch a projectile skull attack that will knock out a good amount of your health if you're anywhere in the vicinity of the attack. Avoid them all and just keep firing on him with whatever you've got. Try to keep a good distance and keep moving!

CHAINSAW THE BOARDS

All good things must come to an end. A really tough end.

### FINAL BOSS

First thing to do is *don't* free the three hostages in the cages, unless you absolutely have to. If you do free them, this triggers two clones of the boss to appear – making the fight THAT much harder. The second thing to keep in mind is that the only way to kill off the main boss is to damage the wooden boards on the window next to the health rejuvenation point. If you manage to blow off a few chunks of the boards, you can then lure the boss back towards the window and he'll instantly disintegrate in the sunlight and you've finished the game! But keep in mind that the boss will not move away from the window to let you have a shot at the boards until his health meter has been chipped away to mid-point, at least.

# Hitman 2: Silent Assassin

## QuickTip

On the first level, players have a few options on how to gain access to the Villa Borghese. One of the ways is to enter the outer wall is at the back entrance, where a man will be carrying groceries into the building. The game allows you to hide your weapons in the grocery boxes so you can kill the grocer, take his clothes and walk in with the groceries. If you want to be sneaky, you can place the guns in with the groceries and then hide. If you wait long enough, the grocer will take the box with your guns inside for you, allowing you to sneak any gun you want into the complex without ever entering yourself. You can even have the grocer take in your guns, then you can sneak in through another entrance knowing exactly where your desired guns are stashed because they will be in with the groceries in the kitchen.

# Jedi Knight II: Jedi Outcast

### LEVEL ONE SHORTCUT

On the first level, you can save time after activating the turret-mounted laser cannon (outside the sealed bulkhead door) by simply blasting the windows out of the control tower. Now jump all the way down to the ground, get in the laser cannon and take out the remaining Stormtroopers (and of course the door itself).

# James Bond: Agent Under Fire

### UNLOCK GOLDEN GUN
Complete the Precious Cargo level with a platinum rating, collecting all the 007 icons, to unlock the Golden Gun in multiplayer mode.

### UNLIMITED AMMO FOR GOLDEN GUN
Complete the Evil Summit Level with a gold rating to get unlimited ammo for the golden gun.

### UNLIMITED CAR MISSILES
Complete the Dangerous Pursuit level with a gold rating to get unlimited car missiles.

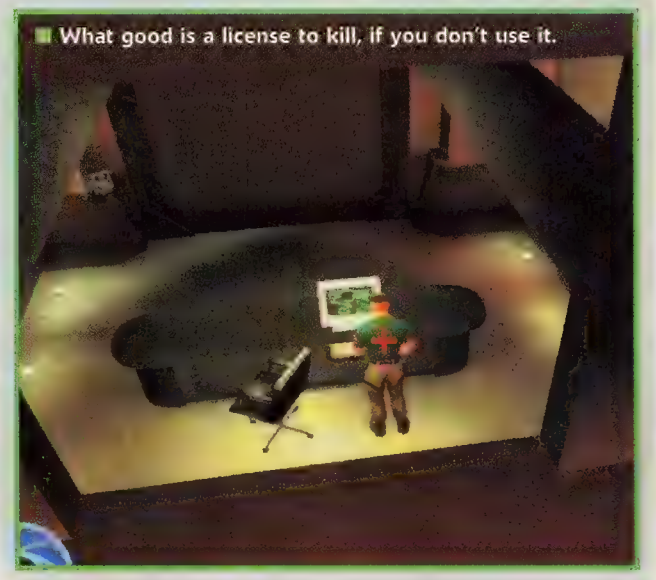
### UNLOCK ROCKET MANOR
To unlock the Rocket Manor multiplayer map, complete the Trouble in Paradise level with a gold rating and collect all the 007 icons on the level.

### PLAY AS A GUARD
To unlock the guard character for use in multiplayer mode, complete the Cold Reception level with a platinum rating while picking up all of the 007 icons in the level.

### PLAY AS AN ALPINE SOLDIER
To unlock the alpine soldier character for use in multiplayer mode, complete the Streets of Bucharest level with a platinum rating and pick up all 007 icons in the level.

### UNLOCK CALYPSO GUN IN MULTIPLAYER
To unlock the very-useful-indeed Calypso gun for use in the multiplayer mode, complete the Fire and Water level with a platinum rating and pick up all 007 icons in the level.

### UNLOCK VIPER GUN IN MULTIPLAYER
To unlock the Viper Gun for use in multiplayer mode, complete the Bad Diplomacy level with a platinum rating and pick up all 007 icons in the level.

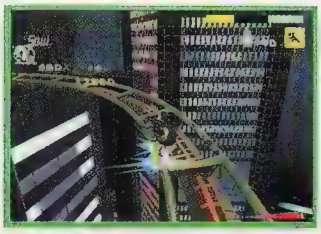


# Jet Set Radio Future

So, you've gone and bought yourself a copy of ***JSRF: Jet Set Radio Future*** and you've learned how to do all sorts of cool things like combo grinds and air tricks. Now you think you're all that and a can full of spray paint? Well, we're here to tell you that unless you fill in every single slot on the character roster, you're not the ***JSRF*** master that you can be. Check out the tips and tricks in this guide for the most painless way to prove yourself a card-carrying member of the Jet Set.

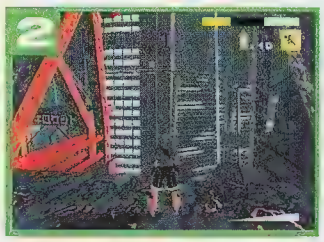
## GETTING NT-3000

**The Conditions:** Clear Sky Dinosaurian Park, then get JET on all Test Run Rankings for the stage.
**The Challenges:** Nothing's more intimidating than the last entry on the Street.
**Challenges list:** "Rail > Swinging Ride > Rail". In theory, it's scary as hell – but in practice, it isn't so bad. From the entrance, hop onto the red rail and ride to the tightly corkscrewed section of the track. Keep an eye on the swinging platforms to the left and at your first upright opportunity, leap over and guide your character onto one of the platforms. Wait until it reaches its apex to jump onto the green rail and clear the challenge.
**Where to get the most points:** The green rails are where you can net high points while executing Grind Combo tricks.
**Where to get big tricks:** This IS Sky Dinosaurian Square, after all – a giant map-long rollercoaster of tricktastic goodness. Your best bet is to stick to the red rails if you're looking for a closed loop to perform a seemingly endless string of tricks. With 100 Tricks to clear, this will be one of the rare gimmes throughout the game.

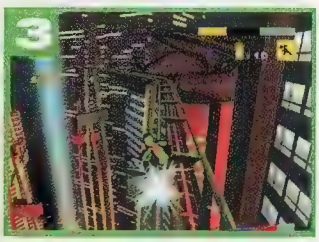


■ **POINT** The green rails are your friends for big points.

■ **CHALLENGE** Get ready to jump to the ride on the left.



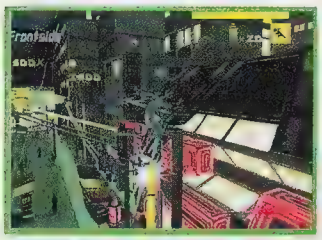

■ **CHALLENGE** Take a ride to the far green rail.




■ **CHALLENGE** Jump to the far rail and you're done!

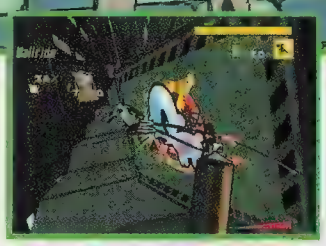
## GETTING NOISE TANKS

**The Conditions:** Clear Highway Zero, then get JET on all Test Run Rankings for the stage.
**The Challenges:** Highway Zero is, by far, one of the toughest areas to clear. The "W > W > W > W > W > W" Challenge forces you to wall ride the six billboards that line the short staircase in the middle of the stage. Build up speed and time your jumps.
**Where to get the most points:** One of the best runs can be found on the rooftop area above the main strip. You'll find a string of parallel pipes, but you'll have to choose the correct high-point pipes to grind.
**Where to get the most tricks:** From the traffic-jammed street just below the entrance, you'll be able to grind along side rails until you reach the alley lined with billboards. Keep a grind going along the street, then use the billboards to launch onto the rail that leads to the telephone wires.

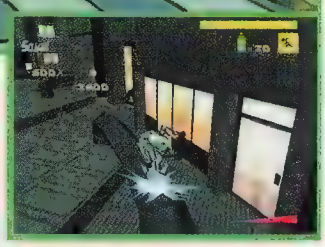


■ **TRICK** All the beautiful wires are just waiting for you.

■ **CHALLENGE** Build up speed before you hit the billboards.



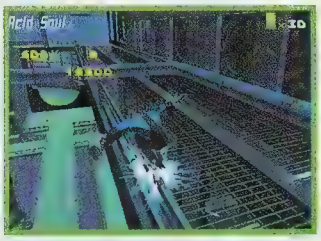
■ **CHALLENGE** Time your jumps to hit all the billboards.



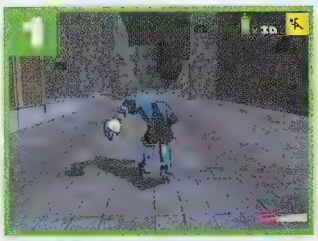
■ **POINTS** Pick your pipe wisely to get big points.

## GETTING POISON JAM

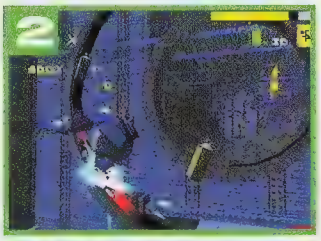
**Conditions:** Clear the Tokyo Underground Sewage Facility, then get JET on all the Test Run Rankings Clear the Bottom Point of Sewage Facility, then get JET on all the Test Run Rankings.
**The Challenges:** Most of the Street Challenges in both sections of the Sewage Facility are points-based. If you're savvy with Y-button Grind Combos, then you're on easy street for clearing most of them.
**Where to get the most points and the most Tricks (Tokyo Underground Sewage Facility):** The best rail to hit to clear the points-based challenges can be found four stories up. Find the tier of walkways lined by rails. This is also one of the best places to net the most amount of tricks as the rails form a broken rectangle and you simply need to jump over each gap in order to keep the trick string going.
**Where to get the most points and the most tricks (Bottom of the Sewage Facility):** The best place to grab big points is easy to access right off the bat. Follow the screens (left/below) to reach the room with a blue and rust-colored pipes. Hop on the rust-colored pipe and pull off a steady string of Y button tricks. You should net well over 70,000 points by the end of your run. Use the brakes to clear the tricks challenge on any pipe.



■ **POINT** Welcome to your new Underground Sewer playground!




■ **POINT** From the stage entrance, simply head down the tunnel NOT lined by pipes.




■ **POINT** Head across the room with the loops to reach the tunnel leading to the next room.

■ **POINT** Easy pickin's for a *JSRF* master. Grind the rusty pipe for some serious points.

## GETTING RAPID 99

**The Conditions:** Clear 99th Street, then get JET on all Test Run Rankings for the stage.
**The Challenges:** The last challenge on the list is vague but your task is to grind the red rails that line the circumference of the ground area of the Benten Tower location. But you have to do them in a specific order, without falling. Start off the task by standing at the opening of the lighted alleyway that leads to the Neko Statue area (the happy cat statues), and face the dragon tower. Start grinding on the red rail to your left and keep up your grind all the way around the whole area without falling. Once you return to the original starting point, you'll clear the Street Challenge and unlock the corresponding Graffiti Soul.
**Where to get the most points:** Get to the Benten Tower area of the stage and simply grind all the way up the dragon statue, starting from the ground. Quickly execute as many Y-button tricks as possible before you reach the top.
**Where to get the most tricks:** The Benten Tower area is, again, the best place to rack up tricks. Start on one of the black wires. This will take you up to the pink neon wires that zigzag across the rooftops. Simply brake and perform X-button tricks rapidly to clear the Trick Challenge.

■ **POINTS** From head to tail, this is the rail to grind for big points.

■ **TRICK** Starting here, simply grind away and pull off tricks.

■ **CHALLENGE** Well, lookee here. Is that a gate with a specific Japanese character on it?

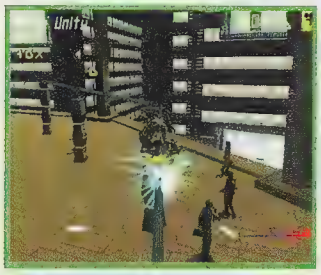
■ **CHALLENGE** Start out from this point at the entrance to the lighted alleyway.

■ **CHALLENGE** And end your run at the same point, making a complete circle to get the prize.

# Jet Set Radio Future (continued)

## GETTING IMMORTALS

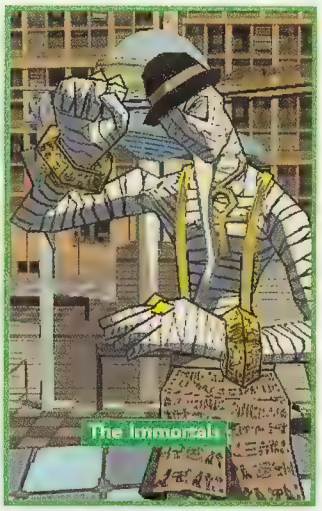
**The Conditions:** Clear The Skyscraper District and Pharaoh Park, then get JET on all Test Run Rankings for the stage.
**The Challenges:** Utilize the blue light rails that surround the Pharaoh statue in the center of the stage to clear the last challenge. Follow the paint can trails to know when to jump to the next rail.
**Where to get the most points:** The best place for big points is the observatory tower located in the middle section of the map. Use the girders to make your way to the very top of the tower. The outer rails of the catwalks are high point rails that can be used to rack up big points with Y-button tricks.
**Where to get the most tricks:** Use the closed looped girders on the observatory tower to string tricks!



■ **CHALLENGE** Start at this rail and make your way around.

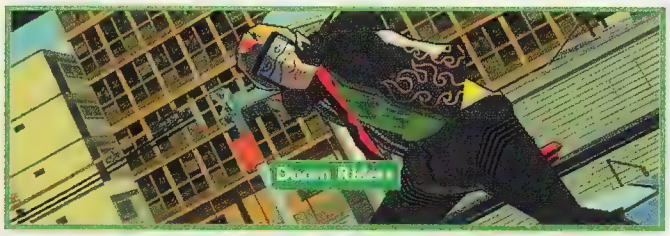
■ **POINTS** The rails around the top of the tower = TRICKTASTIC.

■ **TRICK** Looping on girders is an easy way for loads of tricks.

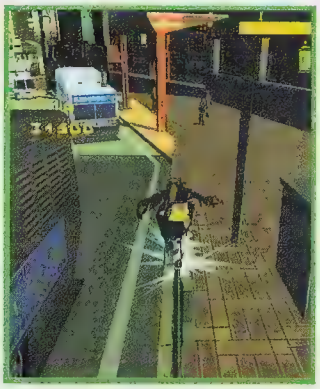



## GETTING DOOM RIDERS

**The Conditions:** Clear Dogenzaka Hill, then get JET on all Test Run Rankings for the stage.
**The Challenges:** Dogenzaka Hill is definitely one of the easiest stages to best all the Street Challenges. The last challenge on the list requires you to keep a grind going all the way down the main avenue.
**Where to get the most points:** The long avenue near the stage entrance is the best place to pick up big points by grinding along either of the lengthy side rails.
**Where to get the most tricks:** The avenue is also the best place to get a good string of tricks going.



■ **TRICK** The long grind starts at the top of the hill.



■ **POINTS** Either of the side rails are perfect for big points.

## GETTING LOVE SHOCKERS

**The Conditions:** Clear Hikage Street, then get JET on all Test Run Rankings for the stage.
**The Challenges:** The last challenge on the list refers to the stairwell with the crane on the right of the map. Start off at the ground entrance on the staircase, then carefully hopping the gaps in the rail, grind your way all the way to the top of the structure. Make sure to avoid falling. Head back down the rail to clear the challenge.
**Where to get the most points:** The stairwell structure on the right-hand side of the map is the only place to find high point rails. String together Y-button tricks to net 300K.
**Where to get the most tricks:** Easier for tricks rather than points, Hikage Street has three different stairwell structures. The best of them is the closed looping stairwell in the upper middle of the map.

■ **CHALLENGE** Start here.

■ **CHALLENGE** Take it to the top.

■ **CHALLENGE** Then back down.

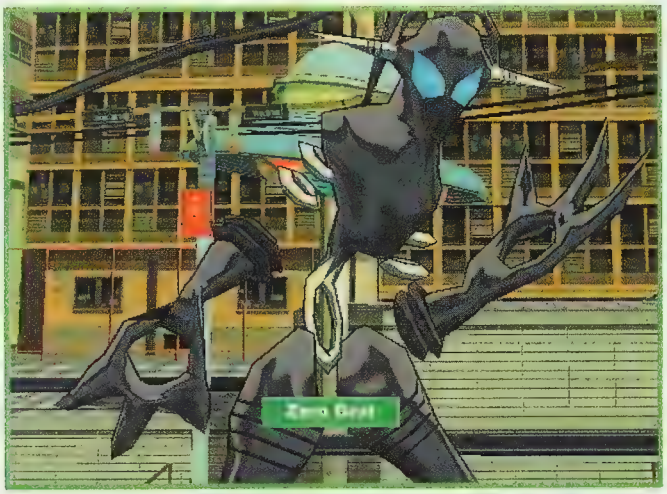
## GETTING ZERO BEAT

**The Conditions:** Clear Shibuya Terminal, then get JET on all Test Run Rankings for the stage.

**The Challenges:** The last challenge on Shibuya's Street Challenge list requires you to do a little platform hopping. What you're required to do is to land on the roof of each and every bus shelter in the stage without falling down. There are 13 "platforms" in all and they're all fairly spread apart. The best way to do this is to make sure you have at least 10 spray paint cans and get yourself up on top of the platform directly across from the save point. Get some speed up and hop to the middle platform, then to the sloped one. You'll shoot off the upper edge of the third platform, so aim to land on the staircase rail that leads to the second set of platforms in the lower left hand corner of the map. Hop to each of the seven platforms (including the small ones on the far wall). Take a rest facing the final set of three platforms (two of them have ramps on them) closest to the stage exit to the Garage. Now jump onto the stair rail at the edge of the platform you're on and ride it until you're just about to ascend another flight of steps. Jump to land on the platform to your right (the one without a ramp). Now hop onto the side platform, then have to turbo boost dash onto the final platform.

**Where to get the most points:** Rack up big points exploiting the high-point rail that circles the roundabout near the save point. Start at the top of the left hand staircase and begin your grind on the outer rail and perform tricks until the run ends.

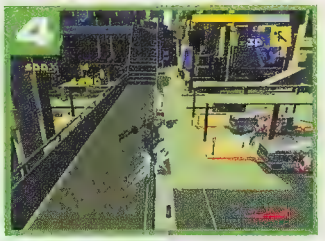
**Where to get the most tricks:** Use the upper staircase rails to have a nice extended chance to string together as many grind tricks as possible. If you have to, simply slow down your run with the brakes in order to give yourself more time.



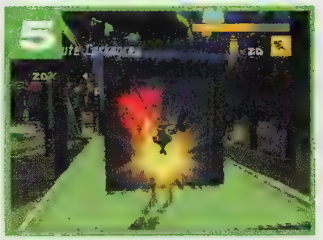
■ **CHALLENGE** Start here.

■ **CHALLENGE** Jump to the stair rail from the sloped platform.

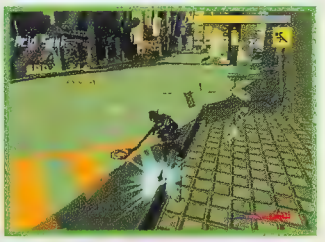
■ **CHALLENGE** More platforms!



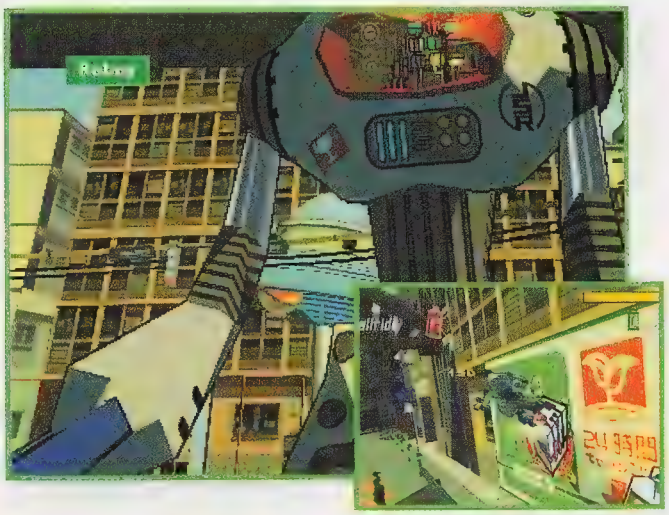

■ **CHALLENGE** Use the staircase and leap to the far set of platforms.




■ **CHALLENGE** Finish it off with a turbo boost to the last platform.



■ **POINT** High-point rail alert!



■ **CHALLENGE** Time your grind into a wall ride repeatedly.

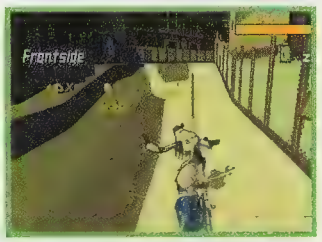
## GETTING ROBOY

**The Conditions:** Clear Chuo Street, then get JET on all Test Run Rankings for the stage.

**The Challenges:** The "G > W > G > W > ..." challenge refers to the area at the bottom of the map with rails and billboards. As you make your way through the long alleyway, simply grind the rails, then jump to wallride the billboards to drop into a grind again, rinse and repeat.

**Where to get the most points:** The small hill with side rails and a low center divider in the upper right area of the map is the best place to snag the max amount of points. Almost all the rails, including the center divider, are grindable.

**Where to get the most tricks:** Almost anywhere in Chuo Street is a good place to clear the relatively low 30 Trick challenge. The easiest, by far, is the sewer half-pipe behind the fish statue at the top of Chuo Street. Simply grind along the upper lip of the half-pipe and perform grind combo tricks to clear the challenge.




■ **TRICK** It's so easy, it feels like it's cheating.

■ **POINTS** The only place in town for some serious points.

# Jet Set Radio Future (continued)

## GETTING GOUJI

**The Conditions:** Clear Rokkkaku-Dai Heights, then get JET on all Test Run Rankings for the stage.
**The Challenges:** The last challenge on the list requires you to grind "Chimney #1." The only place to find and reach the first chimney is in the dead center of the map. Look behind the building opposite the opening facing the chimney. You'll discover a spiral staircase. Now grind up the staircase on the inside rail and you'll automatically transfer at the top of the stairs from the rail to a wire which will take you all the way to the chimney to clear the challenge and unlock yourself a new Graffiti Soul.
**Where to get the most points:** Easily, the best place to grab the biggest amount of points is the catwalk area near the water tower at the very top of Rokkaku-dai Heights (the top section of the map). Grind around the outer rail of the catwalk to net big points (it's a high point rail). If you're savvy with Y-button tricks, then the point challenge is as good as cleared.
**Where to get the most tricks:** With so many wires and rails to grind, you'll find no problem clearing the measly 35 Trick or Grind Combo X 10 challenges. Just remember that when you're grinding, simply hold back on the analog stick to afford yourself more time to perform grind tricks by slowing down your speed.

■ **CHALLENGE** The staircase!

■ **CHALLENGE** Now, start grinding that chimney!

■ **CHALLENGE** Make sure you're on the inside rail to gracefully transfer to the wire.

■ **POINTS** Easy as pie – if you can find this area, that is.

## GETTING POTS

**The Conditions:** Clear Kibogaoka Hill, then get JET on all Test Run rankings for the stage.
**The Challenges:** The last challenge on the list in Kibogaoka Hill is the toughest because of the confusing Japanese characters. Simply head to the area leading to the numerous electricity towers and power lines. Using the second floor ramp, head for the left set of power lines, aiming for the highest line, then make your way (via jumping) to the highest, far-left power line. Stay on it and you'll grind past a small unassuming gate on the uppermost platform on the opposite side.
**Where to get the most points:** There are plenty of wires and rails to grind in Kibogaoka Hill, but the easiest one to find and grind to clear the 250K-point challenge can be found near the entrance to the stage. Find the pole at the top of a short flight of steps near the bottom of the housing tract below and this will be your gravy train to snagging a lot of points.
**Where to get the most tricks:** Pretty much anywhere in this stage is a good place to get lots of tricks. The starting point of all the telephone wires near the entrance to the stage is as good a place as any to start your run.

■ **CHALLENGE** Head for the top on this power line.

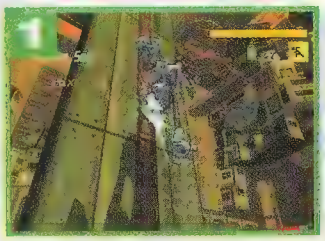
■ **CHALLENGE** The mysterious gate in question.

■ **POINTS** Head to the bottom and look for the lone pole.

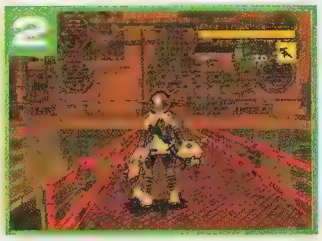
■ **POINTS** High points, anyone?

### GETTING A.KU.MU.

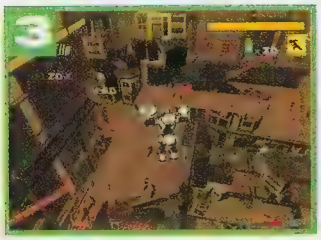
**The Conditions:** Clear the Fortified Residential Zone, then get JET on all Test Run Rankings for the stage.
**The Challenges:** Clearing anything on this map is T-O-U-G-H. If you're lost trying to figure out the last challenge, it's actually the easiest to clear. The "giant of metal" refered to is the long green metal girder that runs from the floor of the second level to the very top. Just grind up it to the top.
**Where to get the most points:** The area with the biggest group of high point rails is the first floor of the stage. The giant metal pipes scattered on the ground yield big points, so find the longest pipe and grind it while pulling off Y-button tricks.
**Where to get the most tricks:** 100 tricks???!!! Start off by grinding up the green girder on the second floor. Once you reach the top, turn around, facing the edge. Now get ready... refer to the numbered pictures to learn the path you must take. You'll have to keep pulling tricks all the while. But keep practicing until you clear the challenge!



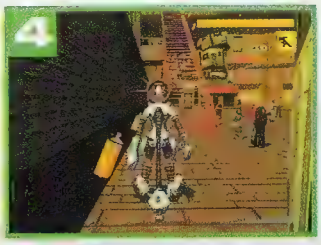
■ TRICK **Climb the "giant of metal" to the top.**



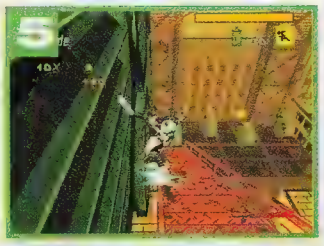
■ TRICK **Turn to face the void.**



■ TRICK **Aim to land on the platform below.**

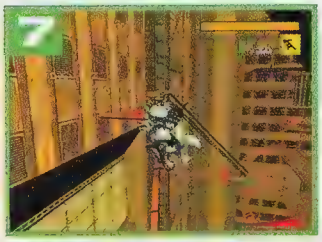


■ TRICK **Head to this staircase.**

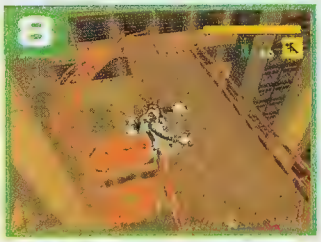


■ TRICK **Start your long grind while pulling off tricks.**

■ TRICK **Jump!**



■ TRICK **Fall onto this wire and KEEP PULLING OFF TRICKS!**



■ TRICK **Jump to the rail on this far platform.**

■ TRICK **Ride the staircase down and prepare to jump!**

■ TRICK **The last leg is for braking and squeezing in as many tricks as possible.**

# Kabuki Warriors

For alternate costumes, hold L while selecting a fighter at the character selection screen to play as that character in an alternate costume.

# Kelly Slater's Pro Surfer

Enter the following codes by accessing the Cheats screen via the Extras Menu. A cell phone will appear and you must enter the codes like phone numbers into the cell phone. If you enter the code correctly, a message will appear. You can toggle them on and off on the cell phone, as well.

| Cheat | Effect |
|---|---|
| 7145558092 | Mega cheat |
| 9495556799 | All surfers |
| 3285554497 | Level select |
| 6195554141 | All boards |
| 7025552918 | All suits |
| 6265556043 | All tricks |
| 2125551776 | Max stats |
| 2175550217 | Higher jumps |
| 2135555721 | Perfect balance |

| Cheat | Effect |
|---|---|
| 8775553825 | First person view |
| 3235559787 | Play as Tony Hawk |
| 3105556217 | Play as Freak |
| 8005556292 | Play as Pastrana |
| 8185555555 | Play as Rainbow |
| 8885554506 | Play as Tiki God |
| 8185551447 | Trippy graphics enabled |

# Knockout Kings 2002

Every time you complete the game with a character you've created in the Create-a-Character Mode, you will unlock a new cheat.

# Legacy of Kain: Blood Omen 2

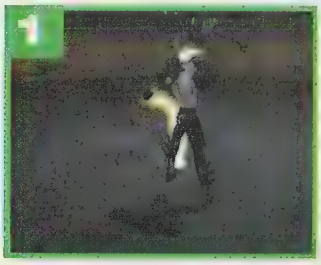
**7 HABITS OF A HIGHLY EFFECTIVE VAMPIRE –** For the purposes of this strategy, we will define a "habit" as the intersection of cunning, skill, and desire to drink the blood of every human. Being cunning is required to make sure Kain's work is efficient. He must work quickly and leave no trace of his presence. Skill is what must be acquired in order to take full advantage of Kain's wide range of abilities. And the desire to drink the blood of every human being encountered is the motivation behind every one of Kain's actions. In order to make something a habit in Kain's life, we have to make all three work in tandem.

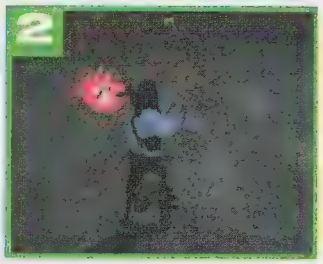
## CODE: NEW OUTFIT AND THE SOUL REAVER!

To start out the game with Kain wearing his red-and-black outfit from *Blood Omen 1* and wielding the powerful Soul Reaver, enter the following cheat. While on the Main Menu press ○, ●, L TRIGGER, R TRIGGER, X, B, Y. You will hear a voice say "Go Cheese!" when you enter the cheat correctly. You get to keep the new outfit, which acts as armor for the entire game. You also get to use the Soul Reaver right from the start, which cuts through enemies like butter. You should have no problems beating the game after using this cheat.

## HABIT 1: FURIOUS GORGING

Kain should be in a ready state of Fury in order to maximize his killing and maiming and eating efficiency. Get in the habit of using Fury all the time. By blocking enemy attacks, Kain charges his Rage meter. Once the Rage meter is charged 50%, Kain can execute a Fury attack. The more you use the Fury attack, the better you will be at timing your blocks and ensuring a hit when you execute it.



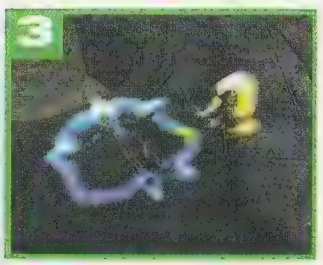



■ **Fury is a great ability to use in the initial battle with the first boss, Faustus. The easiest way to get through the first stage of this battle is to block Faustus' attacks (1) until your Fury meter has turned bright red, then lay a Fury attack on him (2). After three of these, Faustus will retreat to another location, in which the second stage of the battle will begin.**

■ **We highly recommend using the "Assisted" blocking mode the first time through as the "Skilled" mode requires a much higher degree of attention and patience.**

## HABIT 2: CHARM WIN/WIN

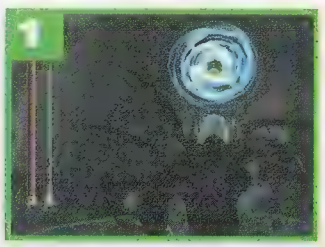
When an innocent becomes possessed by Kain, that innocent can greatly improve Kain's chances of getting through otherwise impossible situations. There are many areas that Kain cannot reach, and typically that means he must use his Dark Gift, Charm, to control someone to progress through the level. This usually entails the use (and occasional abuse) of a meager human to pull a switch. Some switches merely open doors, while others will set off an explosion and likely create a convenient passageway while sacrificing Kain's "puppet."




■ **Use Charm to destroy Sebastian. When the center platform rises, jump onto it and he will leap off. Charm the man in the control room (1). The lever on the right of the window will fill the room with steam, forcing the boss onto the platform (2). Kill him by grabbing him by the neck and throwing him into the steam (3).**

## HABIT 3: SEEK FIRST TO UNDERSTAND, THEN TO USE TELEKINESIS

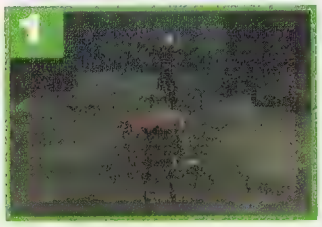
Kain's mind is just as powerful as his body, and once he learns the Dark Gift of Telekinesis, Kain becomes practically unstoppable.

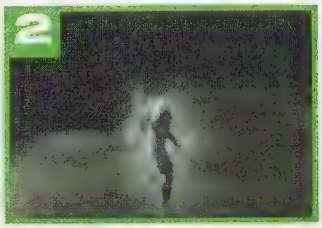


■ **For the most part, this Dark Gift is used to activate switches (1), but like Jump, it also makes for a very effective attack from a distance. You can use Telekinesis in conjunction with other gifts, like Jump and Mist, to destroy your foes without facing any threat. Use Telekinesis from a long distance (2), and just as the enemy gets back to its feet, use a Jump attack (3). If the enemy happens to be in or near mist, quickly use Kain's Mist Dark Gift and back away. Repeat until the enemy perishes. Also, if you can find a far-off, elevated spot with a good view of the enemy, Telekinesis can be used repeatedly until the enemy dies.**

## HABIT 4: PUT JUMPING FIRST

The Dark Gift Jump allows Kain to navigate across huge chasms that would otherwise be impassable, but it is also useful for going on offense. Kain can aim his jumps at an enemy to attack unsuspecting foes before they have a chance to even notice him. Before facing an enemy up close, always use a Jump attack first as it will knock him to the ground giving Kain plenty of time to situate himself before he can be counter-attacked. Kain can either escape and perform another Jump attack from a distance, or he can finish him off with a few more swipes. You can also do this from the safety of elevated platforms or crates. Finally, Jump can also be used to escape tight situations, such as when Kain's health is low.



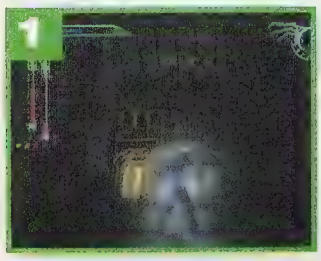



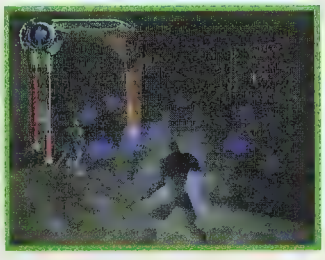
■ **You can also use this Dark Gift in conjunction with Mist to play a deadly game of hide-and-seek. If an enemy is lurking near a bank of fog, Jump attack him from afar (1), then immediately change into mist (2) while he recovers from the blow. When Kain is at a safe distance, Jump attack the enemy again. When finished, have a human Slurpee (3).**

## HABIT 5: BEGIN BY DISAPPEARING

The Dark Gift of becoming one with the mist is one of the most effective and entertaining abilities Kain has. When Kain uses Mist, he becomes invisible to the eye and can sneak up on unsuspecting victims, killing them instantly. There are a variety of "finishing moves" that Kain has, and each one depends on Kain's weapon, as well as which buttons are pressed when the attack is executed.

Glyph Guards have an uncanny ability to sense your general direction even when you are hidden. Do your best to keep Kain behind them. Your best bet against them is to wait until they are close and throw a volley of attacks right at them; they are usually caught by surprise and have no time to react. This is especially effective if you use a charged-up Fury attack. Also, remember to use Mist after an attack and back off while the enemy struggles back to his feet.



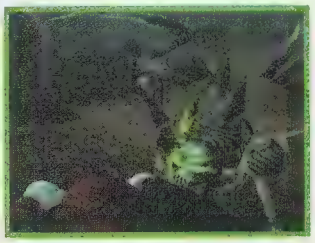


■ **After Faustus retreats to the furnace room, use Mist to hide while you hit the switches (1) without him seeing you. When he jumps to the floor, lock on to him and quickly dodge his attack. Hit him (2) while he is dazed.**

■ **Get in the habit of using Mist as soon as you see a shallow fog bank creeping on the ground. It's usually there for a reason. Mist can be combined with other attacks for some deadly combos.**

## HABIT 6: GO BERSERK

When a state of Fury just doesn't cut it, going Berserk should do the trick. The Berserk Dark Gift requires Kain to block more attacks than Fury before his Rage meter is charged up enough, but the results are impressive. Berserk causes severe damage and tosses the enemy away from Kain, giving him more room to escape a counterattack, if the enemy actually survives.

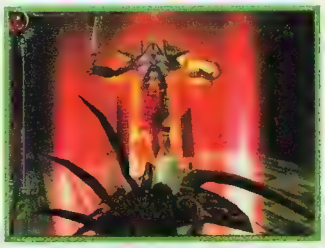


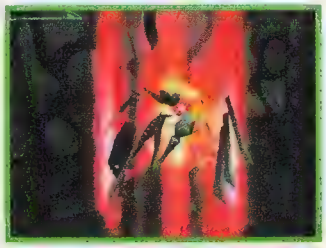
■ **Berserk should only used against tougher enemies, like Beast Demons, as it deals a heavy blow and should not be wasted on simpler enemies.**

■ **The Berserk Dark Gift is very similar to Fury but requires a Rage meter that is about 80% full. On a side note, the Norse word "berserkr," comes from "bera" meaning bear and "serkr" meaning shirt, which was a garment worn by ancient Norse warriors, as opposed to ancient Norse postal workers.**

## HABIT 7: IMMOLATE THE ENEMY

When all else fails, Immolate will eliminate anything. This habit is the most powerful, destructive force made available to Kain and requires a 100% charged Rage meter before it can be used. The payoff is well worth it: Immolate annihilates the enemy with one searing blow.





■ **Roast your enemies, then drain them of all crimson fluids. Mmm mmm good. And thanks to the burning, it's a delish hot drink. Like a non-fat latte.**

■ **Like Berserk, this Dark Gift should only be used against the toughest enemies, like Beast Demons and the final boss. It also is wise to save Immolate for those moments in which Kain is close to death and needs to quickly eliminate a threat. Just make sure Kain is locked on to the enemy when he uses it!**

# Legends of Wrestling

## UNLOCK ALL WRESTLERS

It would take you days to unlock all the wrestlers hidden in the game as each one is unlocked by playing an entire career using a specific wrestler. Forget that nonsense! Just go to the Main Menu and enter **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, Y, Y, X** and all the hidden wrestlers will become playable. Once unlocked, you'll also be able to save them by making a stop at the Options Screen and choosing the Save Option.

# Lord of the Rings: Fellowship of the Ring

Enter the following codes at anytime during gameplay, but you must be standing still. A message will appear on the screen to confirm you've entered the cheat correctly. Also, the codes must be entered very quickly, so keep trying if you don't succeed the first few times.

| Cheat | Effect |
|---|---|
| Y, B, A, B, Y, X | Unlimited ring use (Frodo only after he has obtained the Ring) |
| X, B, Y, A, X, B | Unlimited ammo |
| Y, A, X, B, A, Y | Unlimited health |

# Loons: The Fight for Fame

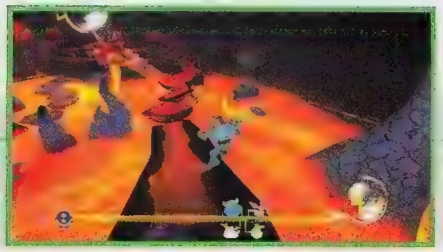
## PROP TIPS STRAIGHT FROM INFOGRAMES!

- Activate as many Props as you can. The key to winning is to gain as much Star Quality as possible and Props give you the biggest Star Quality bonuses.
- When you activate a Prop, try to use it for as long as you can. If you exit early, you will not gain the full Star Quality bonus. Conversely, if your opponent is using a Prop, try to attack them rather than run away. If you hit them, the Prop will finish – they won't be able to attack you with it or gain the full Star Quality bonus.
- With practice you will learn which Props appear where – this can help you in predicting which one will activate next and gives you a head start on the other players.

# Mad Dash Racing

## PROP TIPS STRAIGHT FROM INFOGRAMES!

- To unlock all the characters in the game, pause the game at anytime. Then press and hold down the L-trigger while entering the following code: **X, B, Left, Y, Right, Right.**
- If you want to enable a cheat to avoid getting smacked during a race, pause your game. Now, press and hold down the L-trigger while entering the following code: **X, B, B, Left, Left, Y, B.**



# Mat Hoffman's Pro BMX 2

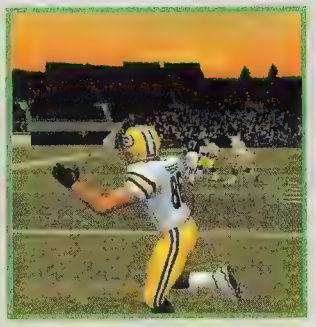
Enter any of the following codes in at the Press Start screen. They need to be entered really quickly and accurately for them to work. You will hear a sound to confirm the correct code entry and you may see a hidden character appear in the lounge depending on which code you enter.

| Cheat | Effect |
|---|---|
| Y, Right, Right, B, Down, Y | Level Select (will only unlock all levels in Free Ride, Session or Multiplayer modes – not Road Trip) |
| Y, Up, Down, Down, Up, Y | Boston level (in Road Trip) |
| Y, Up, B, Up, B, Y | Chicago level (in Road Trip) |
| Y, R, Left, L, Right, Y | Las Vegas level (in Road Trip) |
| Y, Left, B, B, Left, Y | Los Angeles level (in Road Trip) |
| Y, Down, Right, Up, Left, Y | New Orleans level (in Road Trip) |
| Y, A, A, B, B, Y | Portland level (in Road Trip) |
| L-trigger, Left, Left, Right, Right, Right, A, A | Unlock all music tracks |
| B, Up, Down, Up, Down, Y | Unlock Day Smith |
| B, Down, Left, Left, Down, Y | Unlock Vanessa |
| B, Right, Up, Right, Up, Y | Unlock Big Foot |
| B, Left, Right, Left, Right, Left | Unlock the Mime |
| B, Up, Up, A, Up, Up, A | Unlock the Volcano |
| X, L-trigger, L-trigger Up, Up | Unlock Elvis costume |
| X, B, Left, Right, Left, X | Unlock BMX costume |
| L-trigger, L-trigger Down, R-trigger, A, L-trigger | Tiki Battle Mode |
| R-trigger, Up, Down, Left, A, A, A, R-trigger | Unlock Big Foot FMV |
| R-trigger, Y, X, X, Y, Y, Y, R-trigger | Unlock Cory Nastazio FMV |
| R-trigger, X, Left, Left, Y, Right, Right, R-trigger | Unlock Day Smith FMV |
| R-trigger, Up, A, B, Down, R-trigger | Unlock Joe Kowalski FMV |
| R-trigger, A, B, Down, Up, R-trigger | Unlock Kevin Robinson FMV |
| R-trigger, Left, X, Left, X, Left, R-trigger | Unlock Mat Hoffman FMV |
| R-trigger, X, A, A, X, A, A, R-trigger | Unlock Mike Escamilla FMV |
| R-trigger, Down, B, X, Down, B, X, R-trigger | Unlock Nate Wessel FMV |

# Madden 2002

## QuickTip

In *Madden 2002*, you can easily become a master general manager if you're willing to trade away some of your team's best players. Because of the salary cap, you often have trouble affording good players. Rather than try to hold onto them, trade them early before the draft and you will be able to pick up several first and second round draft picks. These guys won't have the same name recognition as the players you've lost, but often you'll pick up better players for a cheaper price. If you maintain this strategy, you'll quickly build the best team in football without any of today's NFL stars.



# Madden 2003

## QuickTip

If you want to quickly collect points to get Madden cards, all you've got to do is go into the Two Minute Drill mode, select the Rams as the offense and the Frankfurt Galaxy on defense. Switch to a five wide offense and start throwing the ball deep on the Galaxy's weak defensive backs and alternate with sweeps to Marcus Faulk.

Unlike this year's Rams, you should be able to score a touchdown on every play. If you don't, call time out and score a TD the next time around. At the end of the two minutes you can earn more than 100 Madden points.

# Max Payne

## [illegible]

Press the BACK button while playing the game to bring up the main menu. Now press in and hold **L TRIGGER + R TRIGGER + LEFT ANALOG STICK + RIGHT ANALOG STICK** and then quickly tap ○, ◥, ◥, ○, ○, ◥. If you do it quickly enough without letting go of the triggers or analog sticks, the cheat menu will appear at the bottom of the main menu. Select this new option and highlight Refill and press the A button to fill up on ammo, Bullet Time, and painkillers. Once you beat the game once, a "get all weapons" cheat will appear in this menu.

# Medal of Honor: Frontline

To enter the following codes, access the Passwords menu via the Options menu on the Main Menu. At the Passwords screen, you can type in the following codes. To confirm correct code entry, go to the Bonus screen and you will see the list of cheats you have entered correctly. Make sure to toggle them on, as the default will have all cheat effects toggled off.

| Cheat | Effect |
|---|---|
| NOHITSFORU | Bullet Shield (All enemies' shots absorbed by an invisible shield) |
| COTOBREATH | Paintball movie |
| FLIPBOOK | Animation movie |

| | |
|---|---|
| R-trigger, Left, Right, Left, Right, Left, Right, R-trigger | Unlock Ruben Alcantara FMV |
| R-trigger, L-trigger, Right, R-trigger, Left, R-trigger | Unlock Rick Thorne FMV |
| R-trigger, Up, Up, X, X, X, R-trigger | Unlock Seth Kimbrough FMV |
| R-trigger, L-trigger, L-trigger, R-trigger, L-trigger, L-trigger, R-trigger | Unlock Simon Tabron FMV |

# Mike Tyson Heavyweight Boxing

Enter the following codes at the "Press Start" screen. If you enter them correctly, a message will appear briefly on the screen to confirm your cheat.

| Code | Effect |
|---|---|
| X, B, L-trigger, R-trigger | Platinum Mode |
| Down, Up, B, X | 2-D Mode |
| X, B, Up, Down | Big head mode |
| X, B, Down, Up | Small head mode |

# MLB SlugFest '03

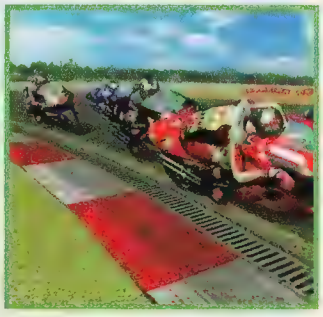
Head to the Versus Match Up screen and note the pair of three icon boxes near the bottom of the screen. Press X, Y, and B to change the icons in the first, second, and third boxes, respectively. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-pad in the indicated direction to enable the code.

| Effect | Code | Effect | Code |
|---|---|---|---|
| Log bat | 0-0-4 Up | No fatigue | 3-4-3 Up |
| Wiffle bat | 0-0-4 Right | No contact mode | 4-3-3 Left |
| Mace bat | 0-0-4 Left | Rocket Park stadium | 3-2-1 Up |
| Rubber ball | 2-4-2 Up | Roman Coliseum stadium | 3-3-3 Up |
| Softball | 2-4-2 Down | Monument stadium | 3-3-3 Down |
| Maximum speed | 0-0-3 Left | Pinto Team | 2-1-0 Right |
| Maximum power | 0-3-0 Left | Horse Team | 2-1-1 Right |
| Maximum batting | 3-0-0 Left | Lion Team | 2-2-0 Right |
| Big heads | 2-0-0 Right | Eagle team | 2-1-2 Right |
| Small heads | 2-0-0 Left | Todd McFarlane team | 2-2-2 Right |
| Unlimited turbo | 4-4-4 Down | Terry Fitzgerald team | 3-3-3 Right |
| Extra time after plays | 1-2-3 Up | | |
| Tournament mode | 1-1-1 Down | | |

# Moto GP

## UNLOCK EVERYTHING

To unlock everything in *Moto GP*, go to the main menu and press LEFT, UP, LEFT, LEFT, B, UP, LEFT, LEFT, B, Y, DOWN, UP, B. Use the left thumbstick for the directional inputs. Since we don't have finished a *Moto GP* for Xbox Live at time of going to press, we can't test it to see if the tracks remain unlocked for LIVE play, so you can try that yourselves.



# MX 2002 Featuring Ricky Carmichael

## QuickTip

If you have the urge to fling your rider's body off his bike on the ground or in mid-air, simply press and hold the R-Trigger and L-Trigger, then press both sticks in. You'll leap off your bike for some truly amazing air somersaults, quickly before dropping face first into the dirt. Not pretty, but it can be done.

# Myst III: Exile

Just getting started off in *Myst III*? The first "real" Age you'll enter is J'nanin which presents a hefty set of puzzles right off the bat. While some of the puzzles can be solved in any order, we'll give you some hints on how to get past one of the earlier ones: how to open the Rainbow door.

When you first enter J'nanin, you'll notice a whole set of multi-colored lightposts scattered along the shoreline of the island. Your goal is to rotate the lightposts so that they shine light at the next lightpost in order, starting from the yellow lightpost. If you examine the three glass image viewers on the lightpost, there will be three things you'll notice: one of them will be darkened, another will show the next colored lightpost you need to "activate," and the other will be where the light shines through. Follow the order indicated by the lightposts (yellow, blue, green, red, yellow #2, purple, and red #2) and then return to the original yellow lightpost.

From here, head toward the giant tusk across the watery mid-section of the island. You'll notice that your shenanigans with the lightposts have activated a rainbow device in front of a locked door. Your next objective is to press the buttons on the rainbow insignia on the door in the right order. It's exactly like the lightpost puzzle: yellow, blue, green, red, yellow, purple, red. Do it right, and the door will open!

# NASCAR Thunder 2002

Enter any of the following names at the Create-A-Car Driver information screen to unlock secret cars corresponding to the driver names to use in any game mode.

Audrey Clark
Benny Parsons
Benny Parsons2
Buster Auton
Cheryl King
Chuck Spicer
Crissy Hillsworth
Daryl Wolfe
Dave Alpern
Dave Nichols
Diane Grubb
Dick Paysor
Jim Hannigan
Joey Joulwan
Josh Neelon
Katrina Goode
Ken Patterson
Kitt Paint
Kristi Jones
Mandy Misiak
Michelle Emser
Rick Edwards
Rick Humphrey
Sasha Soares
Scott Brewer
Tom Renedo
Traci Hultzapple
Troi Hayes

# NASCAR Thunder 2003

At the Create-a-Car screen, enter the following names in to receive the corresponding effect.

| Name | Effect |
|---|---|
| Extra_drivers | Non-NASCAR drivers |
| Dale Earnhardt | Earnhardt Sr. plate |

# NBA 2K2

## THREE BONUS TEAMS

There are three hidden teams to use in *NBA 2K2*: the Sega Sports team, the Visual Concepts team, and the *NBA 2K2* team. You can use these teams in the Exhibition and Street Modes once they are unlocked using the following cheat.

First go to the Main Menu and from there enter the Options Menu. Inside the Options Menu, select the Gameplay option. While on the Gameplay screen, press and hold LEFT on the D-Pad plus RIGHT on the LEFT ANALOG STICK while you press the START button. Return to the Options Menu and select the Codes option. While on the Codes screen, enter MEGASTARS to unlock the bonus teams.

# NBA 2K3

Quick Tip

## CHEAP STEAL

The computer AI is mostly excellent in this game but we found a way you can outsmart the computer and turn the tide in favor of your boys. Get a guy right next to the inbounds passer and as soon as the ball is thrown press the steal the ball in the air button (same as block shot). It doesn't work every time, but it works enough to dramatically improve your chances of winning. Of course you should only use this if you really need the points.

# NBA Inside Drive 2002

### EXTRA BALLS AND MORE!

Go to the codes option found in the options menu and enter any of the following cheats to activate them. Type in the cheats as a single word without spaces and all capitalized. You'll get a message confirming that you have entered a code.

| Effect | Code |
|---|---|
| Chicago rooftop court | WINDYCITY |
| Infinite turbo | CARDIOMAN |
| Tiny players | SMALLSHOES |
| Xbox ball | BACHMAN |
| ABA ball | OLDSCHOOL |
| WNBA ball | GOTGAME |
| Soccer ball | HOOLIGAN |

# NBA Inside Drive 2003

**QuickTip**

The key to *Inside Drive* is terrorizing the opponent down low. Get the ball in low to a big man, then press the back down button. Once you get in a good spot, let go of the button while pressing right or left on the joystick to pull a spin to the hoop.

# NBA Live 2002

**QuickTip**

Pump and drive. This move has worked since *NBA Live* on the Genesis. Get the ball to a good shooter who can slash (think MJ). Keep pump faking until the computer guy jumps, then turbo in with a crossover and slam it home. Repeat until you've scored 100 points with the same player.

# NBA Live 2003

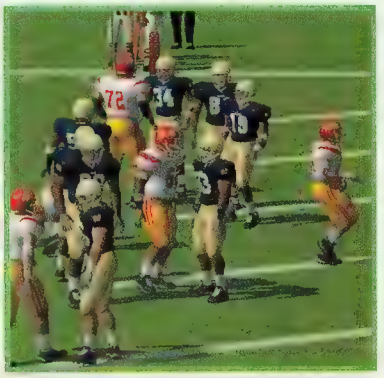
To unlock either of the following characters, simply enter the cheat names in at the Create-A-Player screen. If you enter the code correctly, the corresponding player will be available for signing in the Free Agent Pool.

| Create-A-Player name | Player Unlocked |
|---|---|
| FLIPMODE | Busta Rhymes |
| GHETTOFAB | Ghetto Fabulous |

# NCAA Football

**QuickTip**

Run the option to perfection. Pick Triple Option Right (if you have a quick QB – if not, make one) and when you get to the outside cut toward the line of scrimmage with a turbo. Now the outside defender is forced to come in. Just before you are taken down, pitch it wide. Should be a wide-open field for your halfback to run down.



# Need for Speed: Hot Pursuit 2

**QuickTip**

Of all the ways the cops try to stop you, the spike strip is probably the most annoying because it's tough to see until you're on top of it. When you see the set up ahead, the best thing to do is just get off the road completely and drive on the median until you're past it. If that's not possible, aim straight for the stationary police car – it's better than trying to guess on which side of the cruiser the spike strip is set.

# New Legends

## QuickTip

Since the game has a wide array of different types of weaponry, your list of combos is essential to defeating some of the game's tough bosses. Every time you receive a new weapon, whether it's two-handed or one-handed, you'll be able to view the combo list for that specific weapon. You must pause the game, select Options, then select Combos to see a full list. Use them wisely.

# NFL 2K2

## QuickTip

### THROW IT DEEP DAWG!

Want to light up the scoreboard in *2K2* without all that hard work? Well, pick former *2K* cover boy Randy Moss and his insanely jacked-up stats and toss it long. The freak will come down with the ball at least one of four times. And that's all you need.

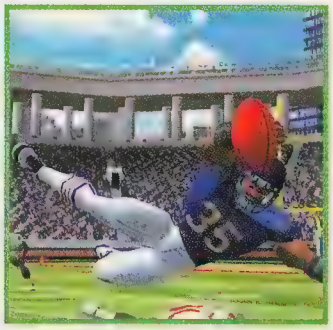
# NFL 2K3

## QuickTip

Against the computer AI, you've got to establish the run. Know your team. If you have a monster left tackle, then by all means run behind him. If you have a power back, definitely keep the runs between the tackles, but for speed backs get outside. Once you establish the run, you can run the play-action. For the first-time in videogame history, the play-action actually works. Look for the tight-end down the middle beneath the safeties. Just like real football. Even better when the announcer breaks down the replay perfectly.

# NFL Blitz 20-02

### VERSUS CHEATS



When you get to the Versus screen where the two teams' logos are displayed before the start of a match, you should notice three circles with the NFL logo in the center of them at the bottom of the screen. There will be more sets of circles if more than one person is playing. By pressing the L TRIGGER, R TRIGGER, and A buttons, you can change the icons in the circles. The amount of times you press the buttons determines which icon will appear. After the correct icons are displayed you need to press the D-pad in a specific direction to complete the cheat entry.

The L TRIGGER changes icons in the first circle, the R TRIGGER changes the icons in the second circle, and the A button changes the icons in the third circle. We have listed a series of numbers for each code, and the first number represents the amount of times you press the L TRIGGER, the second number represents the amount of times you press the R TRIGGER, and the third number represents the amount of times you press the A button. The direction listed after the numbers is the direction you need to press the D-pad. The Versus Screen won't stay up for long, so you have to be quick. It is possible, however, to enter more than one cheat at a time. Up to four sets of icons will appear when playing a multiplayer game.

| Result | Code |
|---|---|
| Extra time after plays | 0-0-1 → |
| No CPU assistance (two-player agreement required) | 0-1-2 ↓ |
| See more field (two-player agreement required) | 0-2-1 → |
| Big feet | 0-2-5 ← |
| Big shoulders | 0-2-5 → |
| Chimp mode | 0-2-5 ↑ |
| Classic NFL Blitz ball | 0-3-0 ← |
| Chrome ball | 0-3-0 ↑ |
| Fast running speed | 0-3-2 ← |
| Indians team | 0-4-5 ← |
| Super blitzing | 0-5-4 ↑ |
| Tourney mode in two-team game | 1-1-1 ↓ |
| Super field goals | 1-2-3 ← |
| Clear weather | 1-2-3 → |
| Cowboys team | 1-3-5 ← |
| No punting | 1-4-1 ↑ |
| Huge head for ball carrier | 1-4-5 ← |
| Big head for ball carrier | 2-0-0 → |
| Big head for team | 2-0-3 → |
| No first downs | 2-1-0 ↑ |
| Allow stepping out of bounds | 2-1-1 ← |
| More code entry time | 2-1-2 → |
| Always QB (two human teammates required) | 2-2-2 ← |
| Always receiver (two human teammates required) | 2-2-2 → |
| Ground fog | 2-3-2 ↓ |
| Fast passes | 2-4-0 ← |
| Midway team | 2-5-3 → |
| Rollos team | 2-5-4 ↑ |
| Bilders team | 3-1-0 ↑ |
| Smart CPU teammates | 3-1-4 ↓ |
| No target receiver highlight | 3-2-1 ↓ |
| Extra offense plays | 3-3-3 ↓ |
| Neo Tokyo team | 3-4-4 ↓ |
| More fumbles | 3-4-5 ↑ |
| Showtime mode | 3-5-1 → |
| No interceptions | 3-5-5 ↑ |
| Crunch mode team | 4-0-3 → |
| Power-up offense | 4-1-2 ↑ |
| Unlimited turbo | 4-1-5 ↑ |
| Power-up defense | 4-2-1 ↑ |
| Brew Dawgs team | 4-3-2 ↓ |
| Gsmers team | 5-0-1 ↑ |
| Power-up linemen | 5-2-1 ↑ |
| No random fumbles (two-player agreement required) | 5-2-3 ↓ |
| Armageddon team | 5-4-3 → |
| No replays | 5-5-4 → |
| Snowy weather | 5-5-5 ← |
| Rainy weather | 5-5-5 → |

# NFL Blitz 20-03

In good ol' Midway fashion, you must enter the following codes in at the Versus screen (where the two helmets are onscreen and there are three icon boxes below them). Press L-trigger, R-trigger, and A (Juke, Turbo, and Hurdle) to change the icons. The numbers in the following list indicate the number of times each button is pressed. After entering the icon button presses, press the D-pad in the indicated direction to enable the code. The name of the code and a sound will confirm correct code entry.

| Effect | Code |
|---|---|
| Extra time | 0-0-1 Right |
| Disable Auto-Passing icon | 0-0-3 Down |
| Auto-Passing icon | 0-0-3 Up |
| No CPU assist1 | 0-1-2 Down |
| Show more field1 | 0-2-1 Right |
| Big feet | 0-2-5 Left |
| Power loader | 0-2-5 Right |
| Chimp mode | 0-2-5 Up |
| Chrome ball | 0-3-0 Down |
| Classic ball | 0-3-0 Left |
| Faster running | 0-3-2 Left |
| Central Park | 0-3-3 Right |
| Arctic Station | 0-3-4 Down |
| Training Grounds | 0-3-5 Up |
| Super Blitzing | 0-5-4 Up |
| Tournament mode1 | 1-1-1 Down |
| Super field goals | 1-2-3 Left |
| Clear weather | 1-2-3 Right |
| No punting | 1-4-1 Up |
| Huge heads | 1-4-5 Left |
| Big heads | 2-0-0 Right |
| Big head teams | 2-0-3 Right |
| No first downs1 | 2-1-0 Up |
| Allow out of bounds | 2-1-1 Left |
| More code entry time | 2-1-2 Right |
| Always QB (two humans on team) | 2-2-2 Left |
| Always receiver (two humans on team) | 2-2-2 Right |
| Ground fog | 2-3-2 Down |
| Fast passes | 2-4-0 Left |
| Midway team | 2-5-3 Right |
| Rollos team | 2-5-4 Up |
| Bilders team | 3-1-0 Up |
| Smart CPU teammates | 3-1-4 Down |
| No highlighting receivers | 3-2-1 Down |
| Noftle mode | 3-2-5 Up |
| Extra play for offense | 3-3-3 Down |
| Neo Tokyo team | 3-4-4 Down |
| More fumbles | 3-4-5 Up |
| Showtime mode | 3-5-1 Right |
| No interceptions | 3-5-5 Up |
| Crunch Mode team | 4-0-3 Right |
| Power-up offense | 4-1-2 Up |
| Unlimited turbo | 4-1-5 Up |
| Power-up defense | 4-2-1 Up |
| Brew Dawgs team | 4-3-2 Down |
| Gsmers team | 5-0-1 Up |
| Power-up Linemen | 5-2-1 Up |
| No random fumbles1 | 5-2-3 Down |
| Armageddon team | 5-4-3 Right |
| No replays | 5-5-4 Right |
| Weather: Snow | 5-5-5 Left |
| Weather: Rain | 5-5-5 Right |

## HIDDEN PLAYERS

Enter any of the following ID and PIN values to unlock the corresponding player or team.

| ID | PIN |
|---|---|
| BEAR | 1985 |
| CLOWN | 1974 |
| COWBOY | 1996 |
| DEER | 1997 |
| DOLPHIN | 1972 |
| EAGLE | 1981 |
| HORSE | 1999 |
| PATRIOT | 2002 |
| LION | 1963 |
| PINTO | 1966 |
| PIRATE | 2001 |
| RAM | 2000 |
| TIGER | 1977 |
| VIKING | 1977 |

# NHL 2002

## QuickTip

Love Barenaked Ladies? Well, now you can re-create the band member likenesses as part of your hockey team! Simply head to the Create-A-Player mode and enter any or all of the following band member names to instantly "grow" your own Barenaked Lady on ice!

Jim Creeggan
Kevin Hearn
Steven Page
Ed Robertson
Tyler Stewart

# Nightcaster

## QuickTip

If you're looking for a cheap and easy way to restore your health in the game, simply find a save point and save your game. Quit your current game, then reload the save to start the mission from the same point with completely replenished health.

# NFL Fever 2002

### OPEN ALL THE GOODIES

There are loads of hidden teams and stadiums to unlock in *NFL Fever 2002*. Just look at the Unlocked Items screen reached through the Options Menu to see the complete listing. To make all these extras active, enter the following cheats as names in the Create Use Profile option found in the User Profile option.

| Fantasy Team | Cheat | Spies | Target |
|---|---|---|---|
| Cows | Milk | Tumbleweeds | Dusty |
| War Elephants | Horns | Chromides | Regulate |
| Wildcats | Kitty | Samurai | Slasher |
| Hackers | Axemen | | |
| Crocs | Crikey | Fantasy stadium | Cheat |
| Skeletons | Stone | New Seattle Stadium | SeaTown |
| Commandos | Camo | Millennium Stadium | Odyssey |
| DaRulahs | Tut | Abyss | Odyssey2 |
| Monks | Robes | Roman Coliseum | LionPit |
| Pansies | Viola | Practice Stadium | Dome |
| Gladiators | BigBack | | |

# NHL 2003

### DEKE IT OUT

One of the cooler things in *NHL 2003* is its dynamic dekes. In order to pull them off the player needs a deke rating of at least 85. Check your roster and know who your dynamic dekers are, then check out the control list below to see how to perform special maneuvers (the moves listed are for right-handed players. Reverse the controls for lefties).

| | |
|---|---|
| Drop Deke | Right Analog stick RIGHT, UP. |
| One-Handed Deke | Right Analog stick RIGHT, LEFT. |
| Put the Puck Off Skate Deke | Right Analog Stick DOWN/RIGHT, UP. |
| One-Handed Deke Behind Skates | Right Analog stick DOWN/RIGHT, LEFT. |

To perform shots off of dekes, move the sticks in the corresponding direction and click the Right Analog stick.

| | |
|---|---|
| In Tight One-Handed Shot | Right Analog Stick UP/RIGHT, Left Analog Stick DOWN/LEFT. |
| Out Wide One-Handed Shot | Right Analog Stick RIGHT, Left Analog Stick DOWN/LEFT. |
| Shoot the Puck Between the Legs | Right Analog Stick UP/LEFT, Left Analog Stick UP/RIGHT. |
| One-Handed Forehand Shovel | Right Analog Stick UP/LEFT, Left Analog Stick DOWN/RIGHT. |

# NFL Fever 2003

To unlock hidden teams and stadiums, make sure to enter the following codes in at the User Profile screen as names. Take care to enter them correctly, as they are case sensitive.

| User Profile | Unlocked | User Profile | Unlocked |
|---|---|---|---|
| Bigrun | 1964 Browns | Venom | King Cobras |
| Cheese | 1967 Packers | Silence | Mimes |
| Perfect | 1972 Dolphins | Robes | Monks |
| Thehat | 1977 Cowboys | Viola | Pansies |
| Curtain | 1978 Steelers | Igloo | Polars |
| Outlaws | 1983 Raiders | Slasher | Samurai |
| Sausage | 1985 Bears | Stone | Skeletons |
| Empire | 1989 49ers | Helmet | Soldiers |
| Lonestar | 1993 Cowboys | Spellboy | Sorcerers |
| Green | 1996 Packers | Target | Spies |
| Milehigh | 1998 Broncos | Flock | Thunder Sheep |
| Regulate | Chromides | Dusty | Tumbleweeds |
| Camo | Commandos | Horns | War Elephants |
| Milk | Cows | Kitty | Wildcats |
| Cakewalk | Creampuffs | Flying | Winged Gorillas |
| Crykie | Crocs | Barracks | Commandos stadium |
| Tut | Darulahs | Flowery | Pansies stadium |
| Lava | Eruption | Sphinx | Pyramid stadium |
| Blazer | Firemen | Warrior | Samurai stadium |
| BigBack | Gladiators | Dustball | Tumbleweeds stadium |
| Axemen | Hackers | | |

# NHL Hitz 20-02

### A RINK FULL OF CODES

All the cheats are entered at the screen pre-match with the logos from the two opposing teams on it. On the screen you will find three circles with the letter M in them. There may be two sets of three circles on screen if you are playing a two-player game. The different buttons on your controller will change the icons inside these circles. The first circle is changed by the X Button, the second circle by Y Button and the third circle is changed by the B Button. The numbers in the following cheats represent the amount of times you have to press the X, Y, and B Buttons. To finally activate a cheat , input the direction noted after the numbers on the D-pad.

| Effect | Code | Effect | Code |
|---|---|---|---|
| Infinite turbo | 4-1-3 → | Late hits | 3-2-1 ↓ |
| Turbo boost | 0-0-2 ↑ | Hitz time | 1-0-4 → |
| No fake shots | 4-2-4 ↓ | No crowd | 2-1-0 → |
| No puck out | 1-1-1 ↓ | Pinball boards | 4-2-3 → |
| No one-times | 2-1-3 ← | Show shot speed | 1-0-1 ↑ |
| Big puck | 1-2-1 ↑ | Show team's hot spot | 2-0-1 ↑ |
| Huge puck | 3-2-1 ↑ | Snow mode | 1-2-1 ← |
| Bulldozer puck | 2-1-2 ← | Rain mode | 1-4-1 ← |
| Tennis ball | 1-3-2 ↓ | Domino effect | 0-1-2 → |
| Big headed player | 2-0-0 → | Win fights for goals | 2-0-2 ← |
| Huge headed player | 3-0-0 → | Skills versus | 2-2-2 ↓ |
| Big head team | 2-2-0 ← | First to 7 wins | 3-2-3 ← |
| Huge head team | 3-3-0 ← | Disable previous code | 0-1-0 ↓ |
| Big hits | 2-3-4 ↓ | More time to enter codes | 3-3-3 → |

# Oddworld: Munch's Oddysee

Having trouble with your Quarma? We've got the tips you need to make it through this amazing adventure with a clear conscience. We've got the lowdown on the hardest Scrubs and Fuzzles to find – and we'll even tell you how to save them (if that's your plan of action).

## GOOD AND ANGELIC QUARMA

If you want to see the Good ending and get to play the two bonus levels, you'll have to have Good or Angelic Quarma by the end of the game. You don't have to save everyone to get Good Quarma, but Angelic status is only reached if you only missed a few Scrubs, Fuzzles, or Labor Egg Crates. If you can manage to get Angelic Quarma by the end of the game, you get an extra newspaper page to view.

## DON'T SACRIFICE THE FUZZLES

From the first Munch level (Fuzzle Testing) on, you're responsible for protecting the Fuzzles you rescue and seeing that they make it to safety. When Munch comes under attack, you can order your Fuzzles to do the fighting for you, but if you want to save them all, this is not advisable. If you see trouble on the path ahead, order your Fuzzles to stay put so you can scope out the danger and, if possible, take care of it yourself. If you plan to have the Fuzzles do some of your dirty work be sure that you have plenty of them. Too few Fuzzles in an attack won't survive.

## RAISE THE DEAD

To ensure that you'll end up with at least Good Quarma, be sure to resurrect any Mudokons killed in the line of duty before you leave a level. After all, they died trying to help you – it's the least you can do.

## SWINGING THE CRANE

When using the crane to either drop bombs on enemies or to pick them up to drop them on explosive crates, it's possible to swing the crane in order to build up momentum to get to hard-to-reach areas. Just move the crane in the direction you want the object to fly in and when the crane reaches its limit, let go of the enemy or bomb and it will "fly" in that direction.

**This works great for reaching hard-to-get Sligs.**

## THE HARDEST SCRUBS TO FIND

For most of the game, Scrubs and Fuzzles are not very hard to find. (Getting them to safety is another story.) Unfortunately, this isn't always the case in some of the later stages. We've managed to uncover some of the hidden Scrubs and Fuzzles, so you don't have to.

### 1: LEVEL: SPLINTERZ MANUFACTURING

Where: There's a hidden Scrub high up on a ledge on the far, far side of the main room populated by the Armored Big Bro Slig and the six levers. You'll need to clear the room by possessing the Big Bro Slig first. Afterward, use some Bounce (from the high platform with the "Call Security" lever) to reach him. You can safely throw him down once you've reached the ledge.

### 2: LEVEL: FLUBCO EXECUTIVE OFFICE

Where: Once you clear the level of all enemies and you have saved the first batch of Scrubs, go about halfway back down the path from the Rescue Portal until you reach a balcony above on your left. You'll find five more Scrubs waiting to be rescued. Safely throw them down to the lower platform by aiming for the bull's-eyes.

### 3: LEVEL: THE LOADING DOCK

Where: The first hidden Scrub is in the room with the Escape Portal in it. Look up from the portal and you should spot him. Drink some Bounce juice and launch to the ledge where he is working, then throw him down and get him outta there.

### 4: LEVEL: THE LOADING DOCK

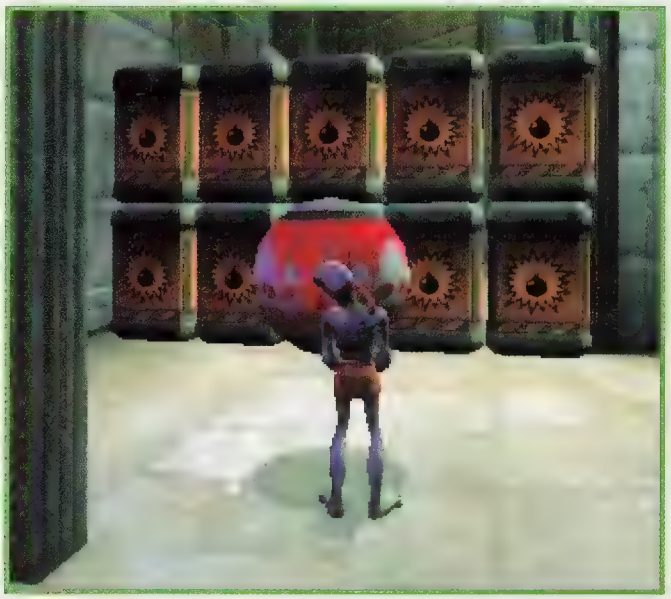
Where: The second hard-to-find Scrub in this level is high above the outer area. Drink more Bounce juice and head out onto the catwalk and find the bull's-eye. Stand on the bull's-eye and jump towards the corner to reach the ledge. Aim for the bull's-eye when throwing the Scrub back down.

### 5: LEVEL: THE LOADING DOCK

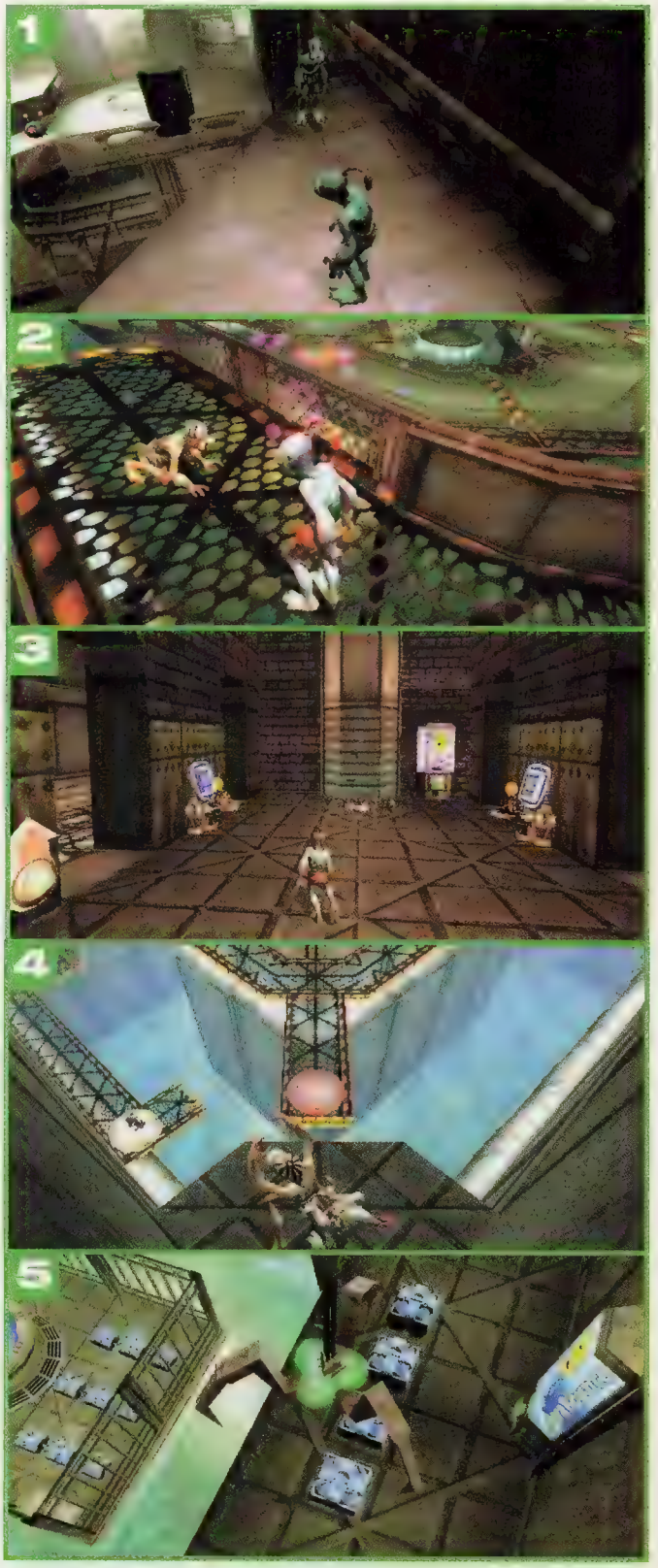
Where: There are four more egg crates to the right on the high ledge with the Aquabounce drink when using the crane. Don't forget about them!

## ALWAYS BLOW UP EXPLODING CRATE WALLS

In a couple of different levels (the Boiler Room and Splinterz Manufacturing) you'll find Scrubs hidden behind walls of exploding crates. So if you're missing Scrubs at the end of any of these levels, that's probably where you missed them – although there are a few tough Scrubs to find in the shadows as well.



**Bring that wall down, just don't stand too close.**



# Outlaw Golf

To unlock all the characters, clubs, and courses in the game, create a new *Outlaw Golf* game and enter **Golf_Gone_Wild** as the file name. You must use the underscores between each word and note that the code is case sensitive.

To unlock the fifth bonus costume for each of the characters, enter the following code at the Character Selection screen: Hold **L-trigger**, then press **Y, Y, ○, Y, ✎, Y.** You'll hear a noise to confirm the cheat and now you can scroll up and down on any selected character to choose from five different outfits.

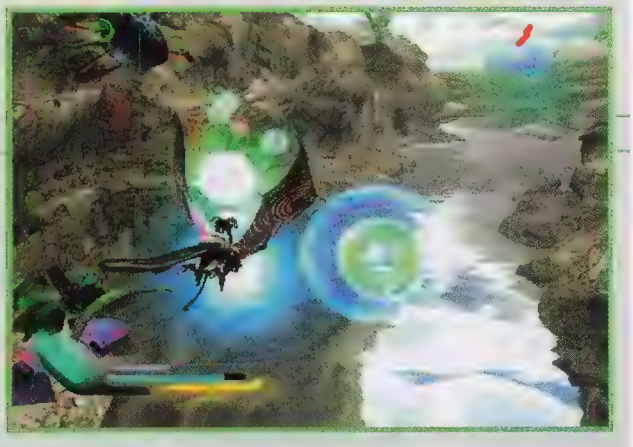
# Panzer Dragoon Orta

Got your copy of our November anniversary issue? Here's what you should do. Read our exclusive *Panzer Dragoon Orta* review. Go to your local game store. Buy copy of *Panzer Dragoon Orta*. Use our tips to master the game. Pat yourself on the back for a job well done.

## TIP: NEED FOR SPEED

Use your speed and slow down controls to get a leg up on some of the enemies. Unlike earlier *Panzers*, some enemies are only destructible from one side, either the front or the back. The desert level will be a mini-tutorial on figuring out the weak side of every enemy, but after that you're on your own. In some instances, you can use your speed to break through enemy ranks, depending.

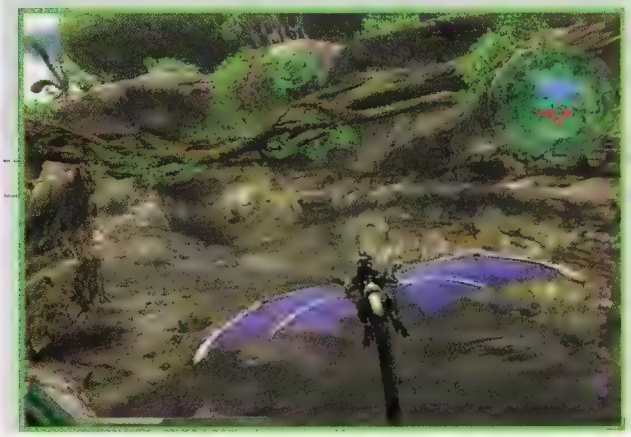
**Your speed builds up over time, so use it wisely.**



## TIP: LOCK OR LOAD

Learn to use your rapid fire gun (repeatedly hit the fire button, rather than locking on) against projectile attacks from enemies. When you see a flank of missiles or other objects coming your way, the best thing to do is use your lasers like machine guns to take them down, as your lock-on targeting won't work on some of the objects, like the series' recurring "jelly bombs."

**Targeting isn't the only way to destroy a threat.**



## TIP: RADAR LOVE

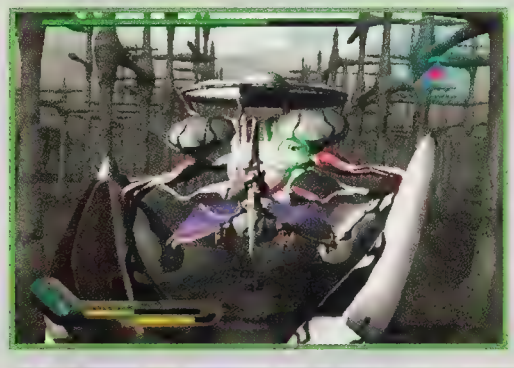
Always keep an eye on the radar in the lower corner of the screen to look out for enemies on all sides of you. If you see a fast-moving object coming up behind you, don't bother spinning around, but simply wait for it to reach your front side to attack it. Constantly trying to "face the enemy down" can waste valuable time. You'll often find yourself spinning around, then missing the target.

**Your radar is your friend.**

## PANZER DRAGOON ORTA (continued)

### TIP: FIRE THE BOSS

Every single boss in *Orta* has a special weak spot that must be targeted and attacked in order to best it quickly. If you notice that you're only doing very little damage or none at all, then try switching sides. Move to the front, the back, or the side of the boss in order to pinpoint where it's vulnerable, then unleash a Berserker attack to do some serious damage.



**Look for telltale weaknesses on all sides!**

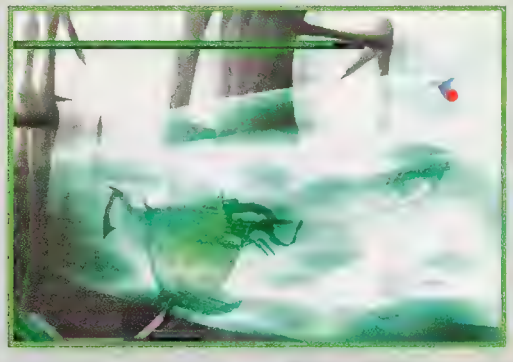
### TIP: SHOOT EVERYTHING

Some shootable objects won't appear on the radar. Case in point: the hives in the river stage along the canyon walls. They won't pop up as red dots on the radar, but they're destructible and contribute to your overall rating at the end of each stage.

**Try shooting everything that looks like it needs it.**

### TIP: TYPE FINDER

Figuring out which dragon type to use in each situation is crucial. Your first goal is to get used to the style of each type and use it to your advantage. The Glide Wing is best for quick changes during boss battles to outrun boss attacks, while the Base Wing or Heavy Wing types are good for normal level playthrough.

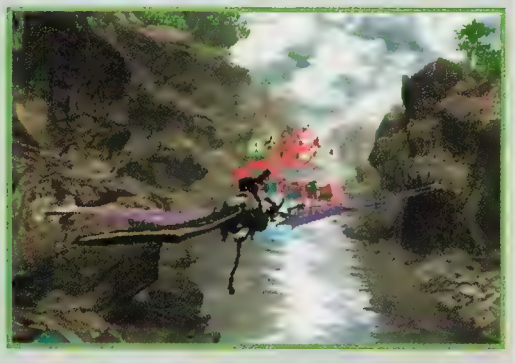


**Remember what type you are to avoid losing speed or lock-on.**

### TIP: STAY ON TARGET

Most stages have a LOT of enemies that may not necessarily be an immediate threat, but your lock-on can help you highlight upcoming dangers from far away. Keep your finger pressed on the lock-on and keep your crosshair moving at all times.

**You can't see them, but they're there.**



### TIP: KICKING IT OLD-SCHOOL

As with a 2D shooter, you can highlight and target a string of flying enemies, then simply release the targeting button to let loose a network of lasers. This approach works best in the second stage to rid yourself of multiple enemies as they fly overhead. Plus it saves wear and tear on your thumb.

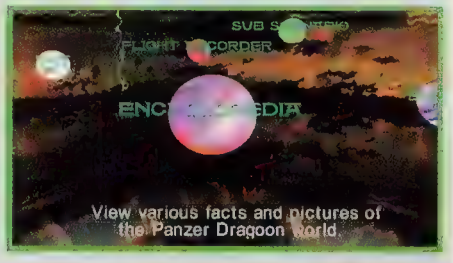
**Notice the patterns and hold for an all-out attack!**

### TIP: YOUR REWARDS

Perform well on a given stage and you'll be able to unlock all sorts of goodies in Pandora's Box on the main menu. Here's a teaser of what you can expect:

- **Encyclopedia**
- **Box Game**
- **Flight Recorder**
- **Sub-scenario**
- **Appendix**

In addition, each option will have numerous sub-options that will have to be unlocked as well.




### TIP: IN THE GENES

Your dragon levels up depending on the type of enemies you collect "genes" from. Your levels dictate your stats and the power of your Berserker attacks, therefore you must use all the dragon types to level up evenly.

# Pac-Man World 2

### HAUNTED BOARDWALK
**To find hidden fruit:** Climb on top of the steel crates and jump. You can't normally see the crates, but you will if you jump.

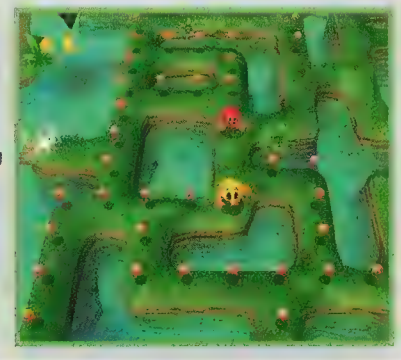
### ICE RIVER RUN
**To find a hidden crate:** After the second checkpoint is a small stream on the left side of the river. Go to the rock at the base of the stream, and Rev Roll up the stream to the snow on the left side. Walk up the snow to ledge with the crate on it.

### ICE RIVER RUN
**To find a maze:** Go to the mineshaft on the cliff edge across the waterfall, grab the Shrink Power-up above the mineshaft, and walk into the small opening. Inside, you'll find a crate with a Pac-Cub carrying a Galaxian!

### B-DOING WOODS
**To find an Extra Life:** Go to the Super-B-doings before the first checkpoint, bounce up into the air, and look for the Extra Life by moving slightly off the normal path.

### BUTANE PAIN
**To find a hidden area:** After the first Super B-Doing is a hollow log with a small tree growing inside of it. Drop into the log and follow the angled B-Doings to the prizes!

### YELLOW PAC-MARINE
The mines in this level contain fruit, health wedges and extra lives. Be sure to destroy the mines and collect the prizes.



# Phantom Crash

## QuickTip

When you first start out in the game, you'll want to hoard as much cash as possible from your Rumbles in order to have enough money to upgrade and purchase a variety of Scoobies for tougher battles. Your best bet out of the gate is to put your initial batch of cash towards a mech with high mobility so that you can get in and out of Arenas as quickly as possible, while mowing down as many enemy Scoobies you can. Defense is key, but the earlier battles are fairly easy on the defense, so your main objective is to rack up cash quickly – go for offense, first, in order to build a better, balanced mech later.

# Pirates: The Legend of Black Kat

## "KATARINA AND THE WAVES" CHEATS

All of the following cheats are entered during gameplay: do not pause the game. You also need to hold down the Left and Right trigger buttons as you quickly tap in the cheats. The cheats can be a little tricky to enter and may take several tries before they work. When you do enter one correctly you will hear an orchestral sound. All the cheats will have you pressing in one or both analog sticks multiple times.

**Effect**

Helium mode
Right Analog stick, Y, Back, A, Right Analog stick, B, ○, X, ◥, Left Analog-stick (Makes voices high pitched.)

Invulnerable Katarina
A, Y, LEFT Analog stick, B, Right Analog stick, Back, Right Analog stick, ○, ◥, X

Invulnerable Wind Dancer
Back, B, ○, A, Right Analog stick, ◥, X, Right Analog stick, Y, Left Analog stick

Pockets o' plenty
B, ○, Back, ◥, Right Analog stick, Left Analog stick, X, A, Right Analog stick, Y (Once you pick up an item, you will have an infinite amount of that item.)

Lots of gold
B, Right Analog stick, ○, X, A, Right Analog stick, Back, click Left Analog stick, Y, ◥

Wind Dancer Galleon upgrade
◥, B, Right Analog stick, Left Analog stick, A, X, Right Analog stick, Back, ○, Y

X marks the spot
Y, A, X, B, ○, Back, Left Analog stick, ◥, Left Analog stick, Right Analog stick (Green Xs will mark all hidden treasure on all maps.)

# Prisoner of War

### FIRST PERSON MODE
To unlock a first-person camera for the entire game, enter **BOSTON** in the cheats menu.

### TOP DOWN MODE
To unlock a top-down camera for the entire game, enter **FOXY** in the cheats menu.

### UNLIMITED GOODIES
If you want to skip the scrounging, earn infinite currency and a complete set of items, enter **DINO** in the cheats menu.

### BECOME INVISIBLE
Enter the code **FATTY** in the cheats menu and you'll never need to be concerned about being spotted by guards.

### TINY GUARDS
To shrink the guards to the size of ants, enter the code **MUFFIN** in the cheats menu.

### ADJUST GUARD PERCEPTION
If you want to make the guards more perceptive or more ignorant, enter **QUINCY** in the cheats menu.

### ADJUST THE DATE
To adjust the date, enter the code **DT** into the cheats menu.

### UNLOCK ALL CHAPTERS
Enter **GERLENG5** to unlock every chapter in the game.

# Project Gotham Racing

Still riding around in that VW Beetle? Got your eye on that F355? Your friends here at the **Official Xbox Magazine** have gone under the hood of *Project Gotham Racing* to assemble a strategy guide that will finally put your sorry butt in a Ferrari.

## THE MAGICAL MYSTERY TOUR

Actually it's not a mystery at all: there are only three ways to unlock all 29 cars in *PGR*: earn four golds in each of the levels of arcade and quick race, win a one-on-one race, or simply rack up massive Kudos. Here's our breakdown for doing all three with flash and panache.

## ARCADE RACE

Despite its name, the arcade race isn't really a race at all. The goal is to drive as quickly and stylishly as possible through all the green cones (and the blue ones). The key to that is powersliding. Here's how it's done (see pics below):

Tap the foot brake (L trigger) as you get ready for the turn. This slightly shifts the weight of the car onto the front wheels, which improves front wheel traction.

Hold down the hand brake (A button) as you begin to turn. How long you hold down the brake depends on how fast you are going and what kind of car you are driving. Practice to get the timing down.

Turn "into the skid." If you are doing it right, you may have to turn in the opposite direction of your powerslide to keep your rear wheels from swinging out to the left or right of your front tires; that's called "fishtailing" and you want to avoid it.

Don't do donuts. *PGR* rewards fast, stylish racing, not skid marks. Doing 360 donuts in a wide part of the road will give you a smaller number of Kudos than finishing with a faster time.

Remember that your Kudos points remain "active" for a few seconds after you earn them. That way you can string together bunches of Kudos for bigger points. In the later stages of the arcade mode you will have to learn to earn Kudos even when there are no cones around. The easiest way to do this is to tap the hand brake and turn quickly to induce a short slide. The goal isn't to earn Kudos, but to keep your scoring string intact until you reach the next section of cones. Look below for a visual guide to combo-ing Kudos points.

■ **Just sliding is okay for newbies, but "the perfect slide" gets max points.**

■ **Keep the car going fast.**

■ **Turn into the skid at this point.**

■ **Now race ahead as the points continue to rack up.**

## QUICK RACE

The key to winning the quick race is similar to the one-on-one: play dirty. Choose the car you have with the best top speed and the best handling. Acceleration is less important during these races. Get into the top three at the beginning of the race and then bide your time. Once you get close to the final lap, powerslide into the cars in front of you. With luck, you'll send them spinning hopelessly out of control.

## CHOOSE YOUR WEAPON

Not all cars are created equal. For the arcade races, these are our favorites: Chevy Camaro, Ferrari F-50, Dodge Viper RT-10. For the quick races, go for top speed. Our faves: Mazda RX-8, Delphino Feroce, Porsche Carrera GT.

■ Little known, plenty fast.

■ The F50 is magical.

■ One better than RX-7.

■ Awesome until you turn.

■ The bitchin' Camaro.

■ The good Porsche.

## UNLOCK EVERYTHING

Here's one of those codes that blows a game wide open! By entering "Nosliw" as your name you will unlock everything in the game, including every race and car. Even the Free Roam Mode in Time Attack will be unlocked. But don't use it, because it kinda ruins the game. The choice is yours to make.

## COMBOS COUNT

**ARCADE RACE LEVEL 1 SAN FRANCISCO**

A perfectly clean run without stringing combos together is 1,000 Kudos – good enough for Silver.

A completely clean run with one long combo from start to finish can get you 3,000 Kudos – easy gold.

■ Never slow down...

■ ...fishtail between cones...

■ ...never let the points total...

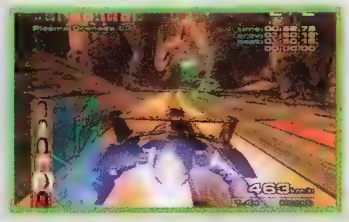
■ ...and pull off the 70X combo.

## ONE-ON-ONE

Whenever you open up a new chapter in *PGR*, check to see if it has a one-on-one challenge. If it does, you should immediately play that challenge and forget about the rest in that chapter for the simple reason that it will be easier to win the other challenges once you have a nicer car.

There are two strategies for winning the one-on-one. You can give yourself an enormous head start at the set-up screen and then try to rack up Kudos on your way to the finish. Or you can give yourself a paltry one- or two-second head start and do what we do here at the magazine: play dirty. Unlike *Metropolis Street Racer*, you don't lose Kudos in *PGR* when you hit another car. Therefore, it is easiest to win by letting the computer's car get slightly ahead of yours and then slamming into it when it goes to turn. Hopefully you'll bounce off and continue on your way and you send the computer into a tailspin. It's cheap, but fun and effective.

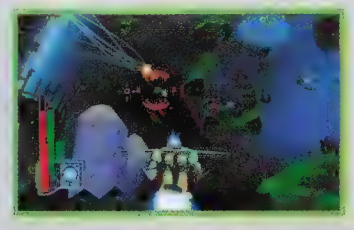
# Quantum Redshift



To enable the Cheat Menu, where you can manually enter Cheats, simply create a new profile and use the name: **CHEAT**. Note that it is case sensitive.

To enable Infinite Turbo, go to the Cheats menu and enter the code **FishFace**. If you do it correctly, you'll unlock Infinite Turbo. Note that the code is case sensitive.

# Robotech: Battlecry



To play through Story Mode with invincibility, you must follow the steps (in order) below.

**1.** Choose Training Mode from the main menu.
**2.** Start training in Fighter mode (the option on the far right of the three choices).
**3.** Play through until you begin target training on two droids.
**4.** Destroy the two droids, then immediately quit out of Training Mode to the main menu.
**5.** Start a game in Story Mode or continue using any mission.

You should be invulnerable to enemy attacks if you've done the cheat correctly!

# Red Card Soccer

## UNLOCK EVERYTHING!

For a soccer game, *Red Card Soccer* has a lot of hidden goodies such as several hidden teams and stadiums. Most of them are quite bizarre and will breathe new life into this game when you use them. Once unlocked, you can play as a team of penguins or zombies or even samurai on a field in a haunted mansion or on an aircraft carrier.

To unlock everything including the Finals Mode, go to the Main Menu and select the Load/Save Option. From the Save/Load Menu select the Create/Load Profile option and when prompted to enter a new name after selecting a new profile, enter **BIGTANK**. Now when you select a team each country will have one to four new teams, and when you select your stadium you will find several new stadiums to choose from.

# Rocky

## Quick Tip

The best way to beat your foes in *Rocky* is to quickly alternate between left and right punches. For instance, hit two quick lefts and then a right with a big punch to follow up. If you build a rhythm, you can even keep your opponent from returning punches. Also try to alternate between body and head shots. – three left head shots, one right head shot, two right body shots and then a left. If you keep connecting, your opponent won't be able to counter and you'll take his health down to nothing. Finish you combo off with a stiff uppercut when he's dead and he'll be lying on his back watching the ref count to ten.

OR... let your opponent beat you for 14 rounds and then start hitting him with body punches.

# RalliSport Challenge

## ALL BONUS CARS

To unlock the hidden cars you find in the game, enter the Credits Screen and enter the following button combinations.

| Code | Car |
|---|---|
| ⊕⊕⊕⊕⊕ | Citroen Xsara |
| ⊕⊕⊕⊕⊕ | Nissan Micra |
| ⊕⊕⊕⊕⊕ | Ford RS200 |
| ⊕⊕⊕⊕⊕ | Renault 5 |
| ⊕⊕⊕⊕⊕ | Saab Viggen |

## UNLOCK ALL LEVELS

Having trouble unlocking some of the later levels? Well, this should help out a bit. Enter the following cheats into the Create a Profile screen to unlock the various levels in the game. The names you enter are case sensitive, so be sure enter them as you see them here.

| Profile Name | Level |
|---|---|
| WheelToWheel | Expert |
| TheGoodStuff | Classic |
| NoHoldsBarred | Unlimited |
| TheLongHaul | Endurance |
| Geronimo | Geronimo |

# SeaBlade

No doubt about it, *SeaBlade* can be a difficult game. Combine this with the lack of a training level and you have a recipe for frustration. The following hints will help you pass the first five levels of the game and put you well on your way to becoming a *SeaBlade* master.

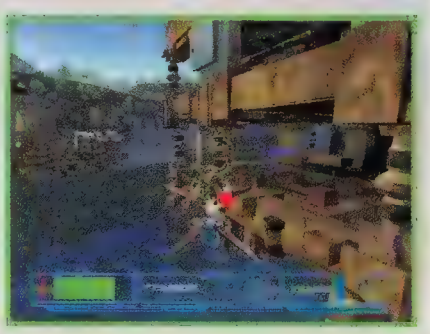
**Level 1:** This level is simply a reconnaissance mission so don't even worry about fighting your opponents. Because you have a limited amount of time, your best course of action is to put the pedal to the metal and hit all of the blue checkpoints as quickly as possible. There are 41 checkpoints in total. Shake off attackers by constantly moving.

**Level 2:** After completing the recon course, you will be sent out on a rescue mission. The enemy defenses will be more active this time around, making engagement a necessity. Before you swoop in to pick up the trapped civilians, be sure to destroy the platform cannons. They blend in well, but these silver panels can be deadly if they are not disabled.

**Level 3:** Whenever you find yourself flying a recon mission, keep a watchful eye for the Turbo powerup. The turbo can be extremely handy as it will allow you to hit the checkpoints faster and avoid enemy fire.

**Level 4:** In between rescue runs you might find that your SeaBlade has taken damage. Never fear, as a health power-up can be found in the hanger area of your aircraft carrier. If you are having trouble surviving, try moving from area to area underwater. There are more bogeys above sea level.

**Level 5:** Now things start to heat up. You are no longer rescuing stranded civilians, instead you have to free some scientists and the enemy is not going to give them up easily. Each one is protected by an impenetrable shield. You must destroy the blue shield generator in order to take down the barriers. On most platforms the shield generator is obvious, but it is occasionally hidden. When you find this platform, dive underwater to find the generator.

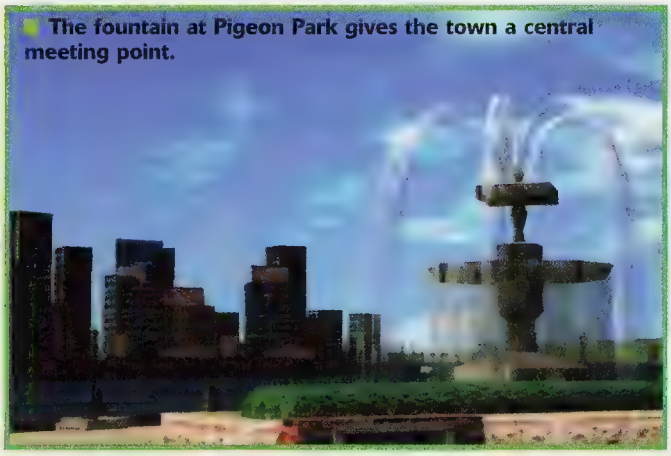


# Shenmue II

The average player shouldn't have much trouble finishing *Shenmue II*. The game's frequent clues make it a challenge for players to stump themselves on what to do next for more than a minute. Should a problem occur, chances are all you need to do is ask a nearby villager and he or she will give you hints, or perhaps even walk you to your destination if headed that way.

But there is another side to the game. On many days, if you choose, you don't have to follow the story at all. Instead you can spend the day working at the arcade, gambling, arm wrestling, etc. The concept of living in a real world that the *Shenmue* series has always promised can provide some very entertaining detours. So take a day off, and let us show you around the highlights of Aberdeen, Wan Chai, and Kowloon.

## ABERDEEN



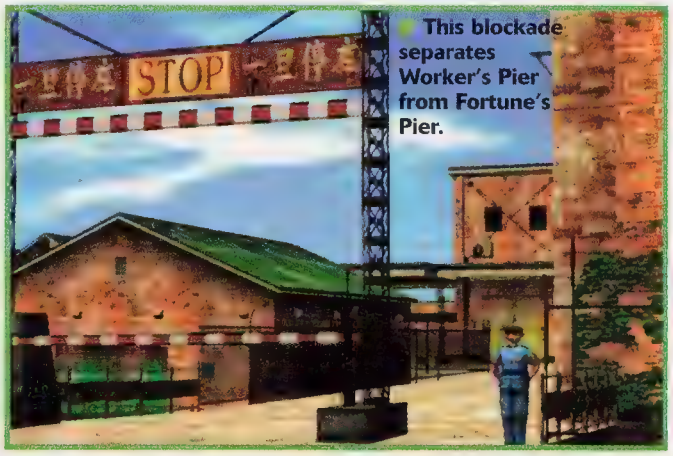
The fountain at Pigeon Park gives the town a central meeting point.

### WORKER'S PIER

Your quest begins in this area built around the tourist-friendly Pigeon Park bordering the water. If you stray beyond the stores you'll find three separate arm wrestling locations in what is apparently the arm wrestling capital of Hong Kong.

**Ways to make money:** Arm Wrestling as you enter town on your left, another place behind some barrels and boxes by the warehouses, and a third place up the stairs in the same unpopulated warehouse district.

**Ways to waste time:** Wrestling Arms.



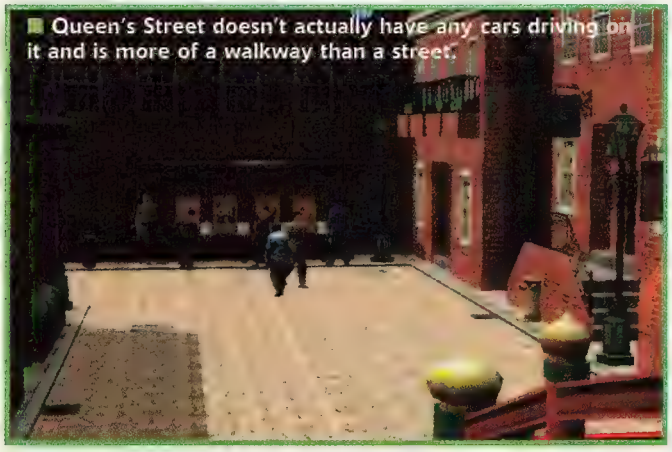

This blockade separates Worker's Pier from Fortune's Pier.

### FORTUNE'S PIER

One of the more gambler-friendly areas, Fortune's Pier also introduces players to their first opportunity for a part-time job. Many warehouses feature gambling games as well, giving you ample opportunity to lose the money you earn carrying crates.

**Ways to make money:** Carrying Crates at warehouse No.5, Darts at Blue Sky Beer Garden, Big or Small in the No.6, No.10 and No.12 warehouses, Roll it on Top in the No.9 warehouse, and Circle-one behind No.8 and No.9 warehouses in the far back.

**Ways to waste time:** Darts at Blue Sky Beer Garden, Jukebox in the No.6 warehouse.



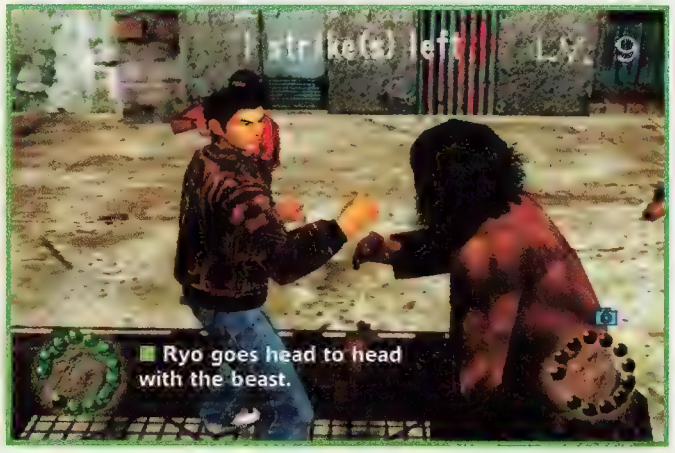
Queen's Street doesn't actually have any cars driving on it and is more of a walkway than a street.

### QUEEN'S STREET

As the name implies, this area is only one street with very few detours. You can walk amongst friendly people, but don't expect to spend much time here.

**Ways to make money:** One Shot on the side of the street and another One Shot on the other side of the street a few blocks from the first one.

**Ways to waste time:** Nothing really.




Ryo goes head to head with the beast.

### BEVERLY HILLS WHARF

This area is more of a way to move the story along than a hotbed of any real activity. You can go talk to the crazy guy with weird hair just hanging out for some mild laughs, but there's not much extra stuff to do beyond fighting. Stick to the basics and move on.

**Ways to make money:** Fighting challenge against The Beast.

**Ways to waste time:** Various free battle fights while walking around.

# WAN CHAI

## WISE MEN'S QR.

The aptly named Wise Men's Qr. is one of the best places in Hong Kong to purchase antiques and is a great source for pawnshops, but there's not much for the kids to do.

**Ways to make money:** This is the best source for a cluster of pawnshops in the whole game, and once you put in a little effort, you can bet on and compete in the Duck Race (see special section, next page).

**Ways to waste time:** Go antiquing!

## SOUTH CARMAIN QR.

Home to herbal and medicinal supplies, this quarter has both the popular Yan Tin Apartments as well as many closed-down buildings.

**Ways to make money:** One Shot down the road from Lotus Park, another next to the Yan Tin Apts., a third next to the Man Mo China/Antiques sign and a fourth down the road from the sign, Gotcha in Lotus Park and another down the road and around the corner from the Man Mo China/Antiques sign, Take 2 across from the Carmain Pawnshop and another across from the Man Mo Realtors, and more.

**Ways to waste time:** Spar with Jianmin in Lotus Park.

## LUCKY CHARM QR.

Here is the place to check out any electronics items you are interested in purchasing; it's also a hot spot for Tea fans. This area is also where you will find Three Blades St., which features clothing stores, barbers, and tailors.

**Ways to make money:** Roll it on Top at the midpoint of Three Blades St. is the only real attraction.

**Ways to waste time:** You might think the area with all the electronics items in it would have lots of high-tech games for kids of all ages. You might be wrong.

## SCARLET HILLS

This host to Man Mo Temple is one of the smallest areas in the game, featuring very few time wasters.

**Ways to make money:** Go home; there is nothing to see (or earn) here.

**Ways to waste time:** Once the initial cinema sequence for grabbing leaves as they fall from the tree behind the Temple is over, you can return and practice grabbing leaves over and over.

## GREEN MARKET QR.

Food shops fill Green Market Qr., but the real highlight for visitors is the Guang Martial Arts School with 18 martial artists practicing at all hours of the day and night.

**Ways to make money:** Roll It On Top across from the Come Over Guest House down the alley and then to the first left, Gotcha across from the Come Over Guest House down the alley and then to the right, Take 2 around the corner from the Guang Martial Arts School, and another next to Bar Man Mo.

**Ways to waste time:** You can play Take 2 if that's your thing, but there are better gambling spots. This isn't the best place to spend your down time.

## WHITE DYNASTY QR.

The foreigner travel agency section of town is fairly small compared to other areas, but a must-see is the row of small booths in the middle of the street with people selling different foods and items – like a Farmer's Market.

**Ways to make money:** Roll it on Top near South Carmain Qr. entrance and another further away down the same road.

**Ways to waste time:** Not much for those who like fun.

## WAN CHAI CONTINUED

### GOLDEN QR.

This area runs alongside the biggest street in the game (King's Road) and has inroads to Lucky Charm Qr., White Dynasty Qr. and Green Market Qr. There are a bunch of jewelry shops and a fully functional arcade.

**Ways to make money:** The town seems to want you to spend money, not make it.

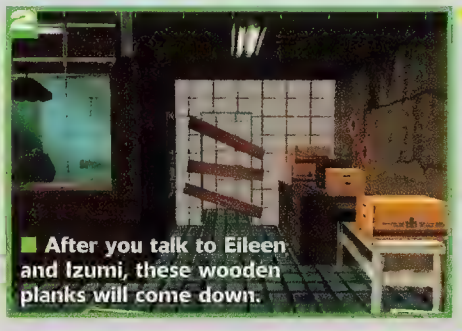
**Ways to waste time:** Darts 7 in the S.I.C. Pool Hall, *OutRun* in Pine Game Arcade, *Space Harrier* in Pine Game Arcade, Darts in Pine Game Arcade, Neo Darts in Pine Game Arcade, OTE Title in Pine Game Arcade, *Excite QTE 2* in Pine Game Arcade, Jukebox at Slot House W, Jukebox in Pine Game Arcade, Slot Machines at Slot House W, and Slot Machines in Pine Game Arcade.

## UNCOVER THE ULTIMATE MINI GAME: THE DUCK RACE

In possibly the weirdest part of the game, players can actually find a duck and take it to a Duck Race competition.

### GET TO THE DUCK RACE:

Making your way to the race takes a few steps. First you have to talk to two people: A girl named Eileen practicing martial arts next to the fountain in Worker's Pier and another girl named Izumi who is the cashier at the Tomato Convenience Store in Golden Qr. just outside the White Dynasty Qr. entrance.

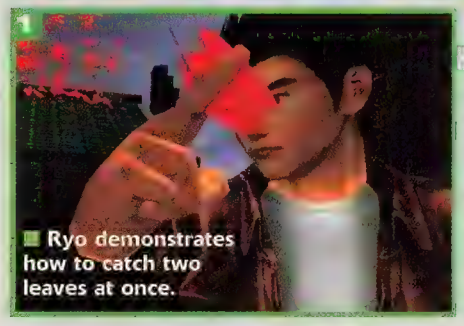



After talking to those two girls, the wooden planks blocking off a room in Green Market Qr. will disappear and you can enter that room and pick up a bunch of toys and a bronze medal on a table. This room is located down an alley next to the Green Market's Pawnshop across from the Come Over Guest House.

By picking up those items, you gain access to the third floor of the Pine Game Arcade. Head there and you will be propositioned for a fight with Eileen that costs $20. Win this fight and go back for a fight with Izumi for another $20. Win this fight and you will obtain a big silver medal and Izumi will tell you to go see her at work.

Go see Izumi at the Tomato Convenience Store and she will take you to the Duck Race in Wise Men's Qr. Here you can bet without actually controlling a duck as if you were watching a horse race: Six ducks, all with different stats for speed, stamina, and guts, each with a special ability, and all wearing bow ties.

### FIND AND RACE YOUR OWN DUCK:




Go to Scarlet Hills. Behind the temple, practice catching leaves. Look at the top of the tree and press the grab button when the leaves become blurry and centered on the screen. You need to catch three clumps of paired leaves, then you'll hear a quack and feathers will start falling. Catch one of these and you'll notice a duck in the tree. Ryo will attack the tree and the duck will fall out.

Take your duck back to the Convenience Store and talk to Izumi again. This time, when she takes you to the race, you'll be able to enter your duck as a competitor! Control its speed with the R trigger. Patience is key as the race will be extremely difficult if you go full speed at the beginning of the race. Go easy on the trigger until the end when you can jam it to speed up.

## KOWLOON

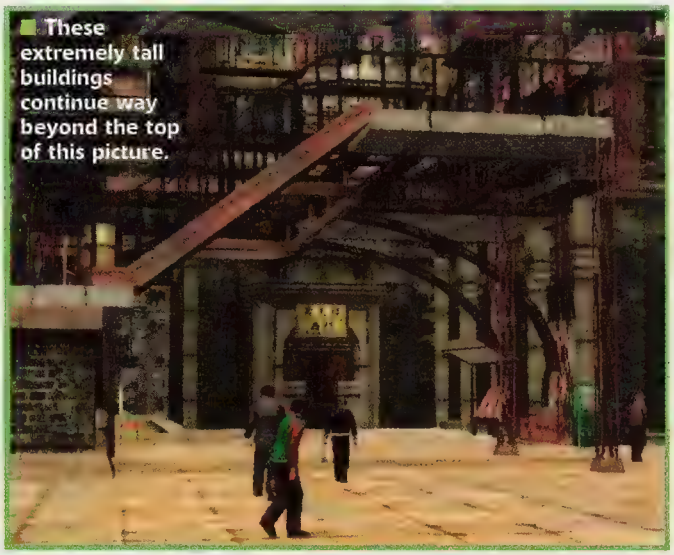
The main strip of shops always has a few people walking through.

### DRAGON STREET

The short strip of land where Ren makes his hideout is a great low key place to find some gambling. We have yet to find any sort of actual Dragon.

**Ways to make money:** Circle-one, Roll it on Top, Flower, Bird, Wind, and Moon, Big or Small, and Gotcha are all on the main road.

**Ways to waste time:** There's a wonderful view of the ocean overlooking a beach and a white picket fence…err…scratch that. No big points of interest beyond gambling.



These extremely tall buildings continue way beyond the top of this picture.

### THOUSAND WHITE QR.

The skyscraper-filled section brings gambling options and lots of fighting challenges.

**Ways to make money:** Mongolian Wrestling (avoiding opponent) in the Former Barracks, Iron Thrust Style Master Battle (avoiding opponent plus QTE) in the Former Factory Site, Acrobat Style Master Battle (throwing opponent) next to the Yellow Head Building, Iron Head Style Master Battle (avoiding opponent) in the Construction Base, Cargo Lifting on the first floor of the Thousand White Building, Big or Small in the Old Government Office Suite, Gotcha outside the Thousand White Building, and Perfect in an alley behind the Acrobat Style Master Battle.

**Ways to waste time:** Jukebox in Great View Building and *Hang-On* in Yellow Head Building, room 222.

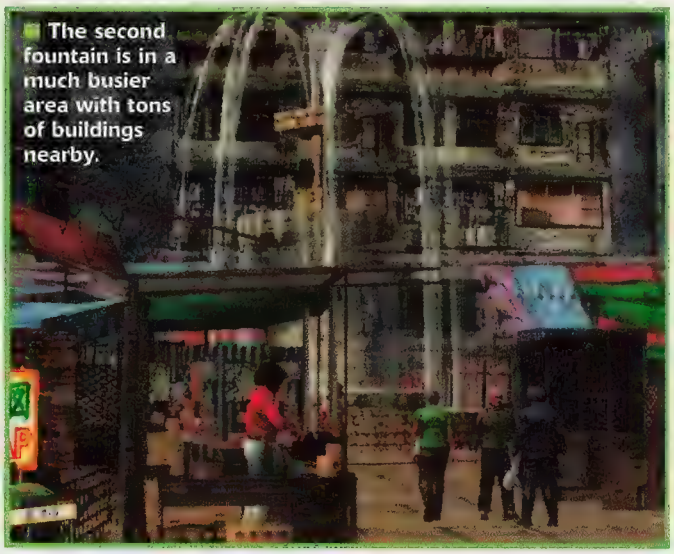
More streets, more people walking, more stores selling.

### DIMSUM QR.

The Dimsum Qr. is basically just an extension of the Thousand White Qr., probably put under a different name so new sections can load to the memory when the new town name pops up on the screen.

**Ways to make money:** Big or Small in the Old Government Office Suite, Roll it on Top and Flower, Bird, Wind, and Moon down an alley next to the Yellow Head Building, the Lucky Hit Museum behind the Yellow Head Building, Circle-one in Thunder House, and Arm Wrestling in Fighting Place.

**Ways to waste time:** Jukebox in Thunder House and *Afterburner II* on the first floor of the Phoenix Building.



The second fountain is in a much busier area with tons of buildings nearby.

### STAND QR.

It's got a fountain, but it is a further extension of the same area as the previous two.

**Ways to make money:** One-eyed Man fighting (hit opponent from correct angle) at Star Gazing Point, One Shot on the 2nd floor of the Moon Child Building, and Passive Raid Style Master Battle (hit opponent once) at Small Dragon Garden.

**Ways to waste time:** Running around in various buildings.

# Silent Hill 2: Restless Dreams

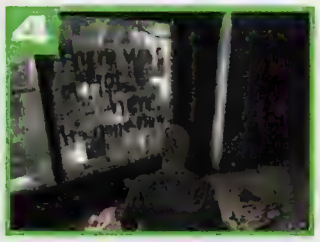
Welcome to Silent Hill, a peaceful lakeside holiday resort. Or so you'd think. There's something not quite right in the town on James Sunderland's latest visit. He has received a letter from his late wife Mary, inviting him to revisit their "special place." That's "late wife," if you didn't catch it the first time. But notes from beyond the grave are the least of your troubles... This strategy is a complete item guide, telling you where every key, weapon, and health item can be found. We're not going to spoil any of the surprises that *Silent Hill 2* has to offer, but we will improve your chances of survival. NOTE: There are certain items that only appear on your second and third journeys through the game.

## THE ROAD TO SILENT HILL

■ **Halfway down Vachss Road, you'll see a wire fence. Go through its gate to find a save point and two health drinks.**

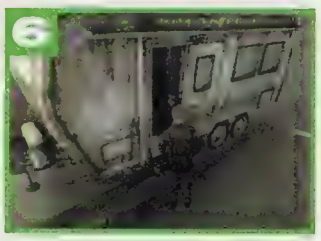
■ **There's a construction area at the far end of Vachss Road. Pick up the wooden stick and fight the first monster.**

■ **Check out the Happy Burger parking garage. There's a first aid kit lying around near the trash can.**




■ **A sinister message can be found in Neely's Bar, along with a special map of Silent Hill. Collect them both, naturally.**

■ **Go up Martin Street. A gooey, mutilated body holds the Wood Side Apartment Key.**




■ **A trailer has been parked at the end of Saul Street. Wander inside for a save point and another special map.**

## WOOD SIDE APARTMENT FIRST FLOOR

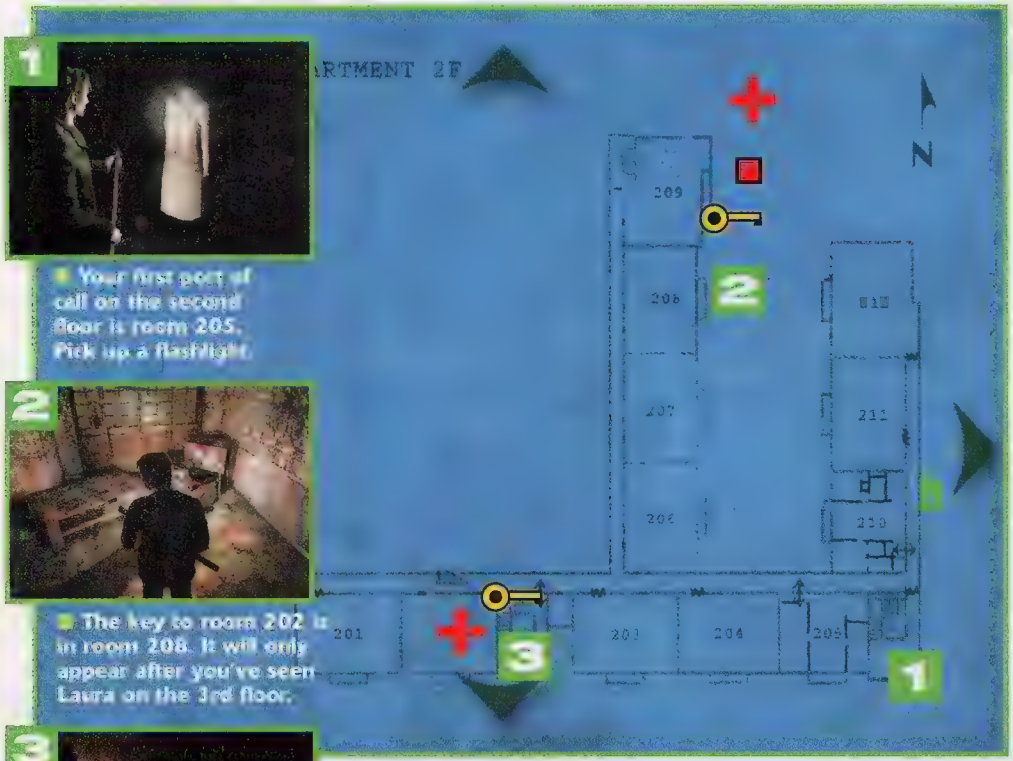
■ At the end of the eastern wing ground-floor corridor, you'll find some canned juice.

■ Put the juice in the garbage chute, go to the front gate, and get the Old Man Coin from the trash.

■ Access the courtyard, go into the empty pool and collect the Snake Coin from the pushchair.

■ Eddie Donbrowski is being sick in the toilet in room 101. There are some bullets in this room.

## WOOD SIDE APARTMENT SECOND FLOOR







■ Your first port of call on the second floor is room 205. Pick up a flashlight.




■ The key to room 202 is in room 208. It will only appear after you've seen Laura on the 3rd floor.

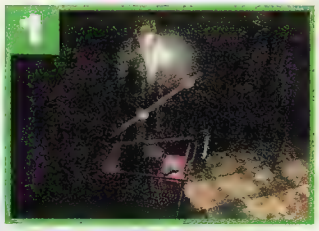
■ The Clock Key is inside a grimy hole in room 202. Don't worry, the moths in there can't hurt you.

### COMMON LINKS:

*Silent Hill 1* and *2* are unconnected save for three things in common. 1) The mark of Samael, a mysterious cult, appears in both stories. 2) The Silent Hill Amusement Park from the first game appears on a map in *Silent Hill 2*. 3) Both games have secret endings involving alien abduction.

# Silent Hill 2: Restless Dreams (continued)

## WOOD SIDE APARTMENT THIRD FLOOR




■ If you're bored of the wooden stick, go to room 301 on the third floor and pick up a handgun.

■ After the cut scene in room 307 ends, find the Courtyard Key on the cupboard shelf.

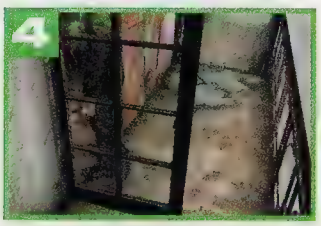
■ Head to the end of the 3rd floor corridor. Fire Escape Key is on the floor by the iron bars.

## BLUE CREEK APARTMENT

■ In the main stairwell of the Blue Creek Apartment you will find a map on the floor.

■ Go to room 109 and meet Angela. Pick up the Prisoner Coin, bullets, and first aid.

■ Use your three coins on the cabinet in room 105. This gives you the Lynne House Key.




■ Room 208 has many useful items: the Stairway Apt. Key, a save point, and some bullets.

After you've finished talking to Laura, look in the blocked stairwell nearby for two boxes of bullets.

There are many items lying around Rosewater Park. Look for some bullets close to the gazebo.

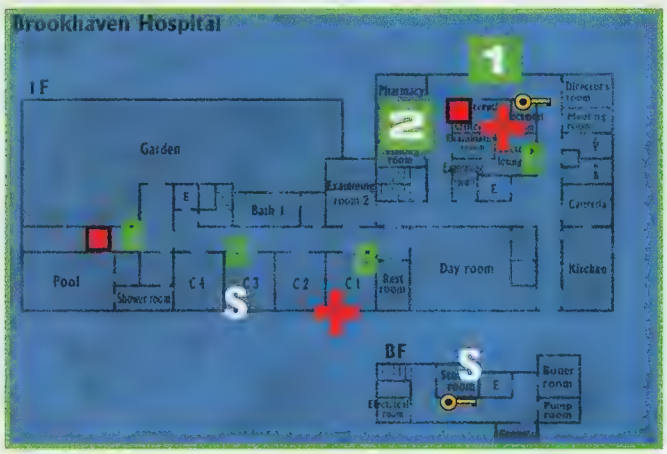
## SOUTH VALE DISTRICT

One of the cars at Texxon Gas has an iron bar rammed into its hood. Collect this useful weapon.

If you can be bothered, get the box of bullets at the west end of Nathan Avenue. It's a long walk...

Laura and Eddie are talking in Pete's Bowl-O-Rama. Search the far end of the bowling lanes for bullets.

## BROOKHAVEN HOSPITAL FIRST FLOOR



Look on the notice board next to the entrance of the building. You'll find a map pinned to it.

You can save your game in the reception office. There's also a Bull Key and health drink in this room.

### A REAL BUZZ:

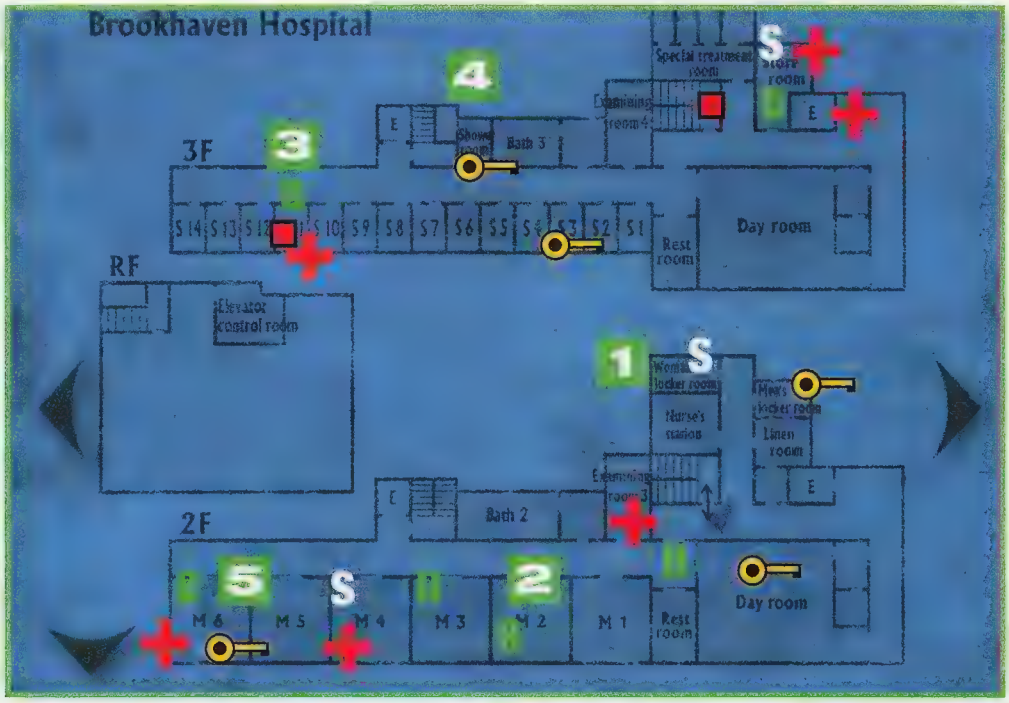
To get the secret chainsaw, complete the game on normal difficulty and play through the game again. when you reach the end of Wiltse road. You'll hear the roar of an engine. Examine the pile of logs to find the powerful weapon.

# Silent Hill 2: Restless Dreams (continued)

## BROOKHAVEN HOSPITAL SECOND AND THIRD FLOORS

■ In the women's locker room, look at the bear to find a bent needle; shotgun shells are nearby.

■ In examining room M2, Maria decides to rest for a while. Grab the Lapis Eye Key from the desk.



■ In S11, use the Bull Key and Lapis Eye Key, along with the two codes, on the box. Inside lurks a hair.

■ Combine the hair and the bent needle to hook the Elevator Key out of the Shower Room.

■ After beating the boss, M6 has a battery, Basement Key, first aid, bullets, and health.

## DARK SILENT HILL

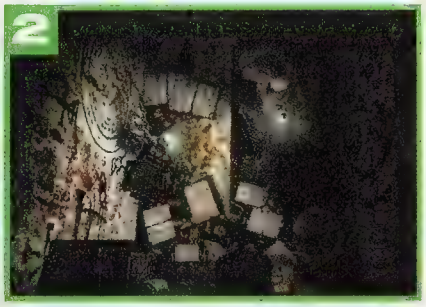
■ Get your rifle shells at Happy Burger.

■ Use the wrench to get the Bronze Key buried in Rosewater Park.

## SILENT HILL HISTORICAL SOCIETY

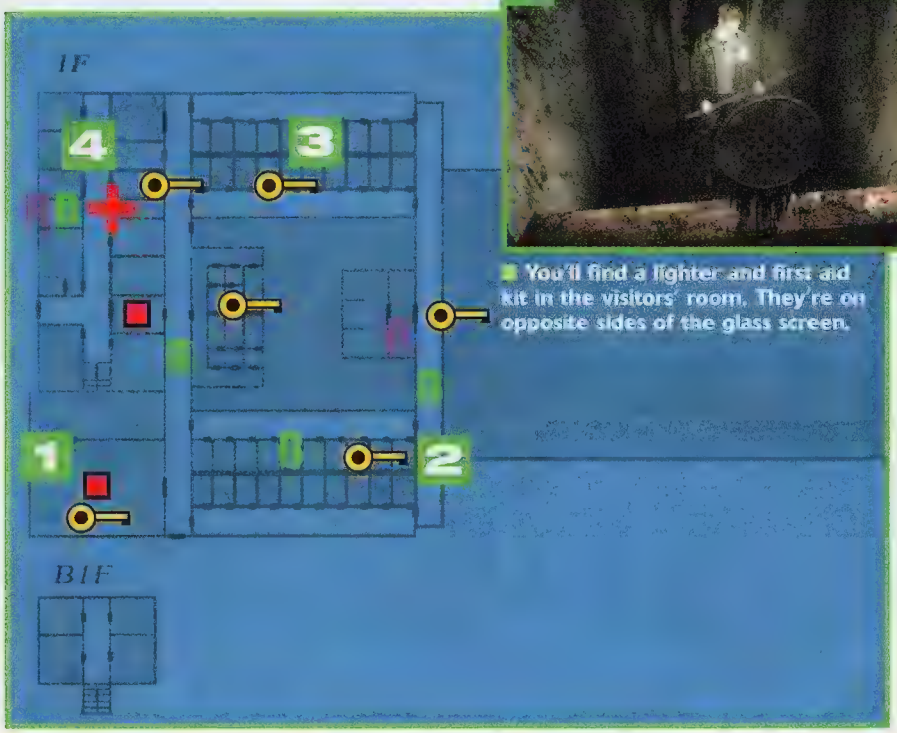
There's no map for this club building. Use the Bronze Key to get in. You'll find a Save Point and first aid at the end of the long stairway.

■ **Investigate the canteen room for a save point, two health drinks, and the Gluttonous Pig tablet.**




■ **Search both the open prison cells on the southern corridor to find a box of bullets and a wax doll.**

## TOLUCA PRISON COMPLEX



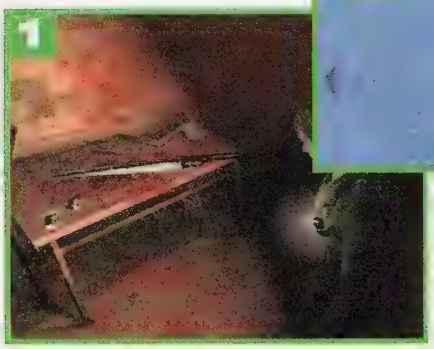
■ **You'll find a lighter and first aid kit in the visitors' room. They're on opposite sides of the glass screen.**

■ **There's some serious firepower in the west-wing; boxes of rifle shells, ampoules, first aid, and the rifle.**

### SSSHHHH-ECRET WEAPON 2

You can find the spray can in the trailer on Saul Street on your second trip through the game. The strength of the spray (which can be used as a weapon) varies depending on your ranking at the end of your first game. You actually lose a little health each time you use the spray.

## LABYRINTH



■ **Pyramid Head has left his great knife in the octagonal area – take it. Two boxes of rifle shells are also nearby.**

■ **After you've solved the rotating-room puzzle on the lower floor, run down the corridor to find Maria.**

# Silent Hill 2: Restless Dreams (continued)

## LAKE VIEW HOTEL FIRST FLOOR

■ Run over to the fish fountain outside the hotel. There you'll find a little mermaid music box.

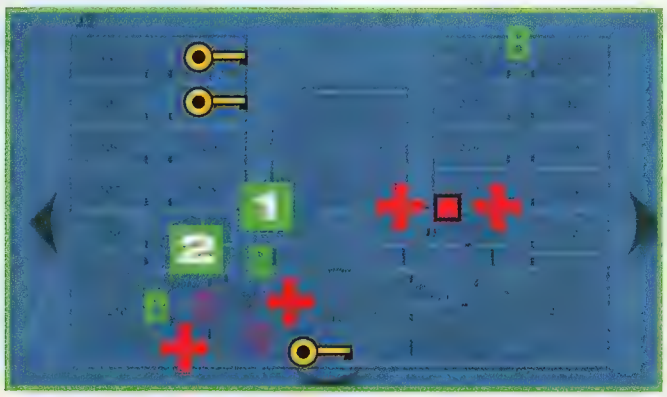
■ Find the Fish Key on a plate in the Lake Shore Restaurant. Laura is in here, hiding behind the piano.

■ You might want to save your game in the main foyer. The save point is on a seat adjacent to the large musical clock.

■ After riding the employee elevator down to the first floor, pick up the employee map on the notice board.

■ Mary's video and a can opener are in the safe in the employee office on the first floor. Both are, of course, essential.

■ Run to the pantry on the first floor and look among the canned fruit for a snow-white music box.

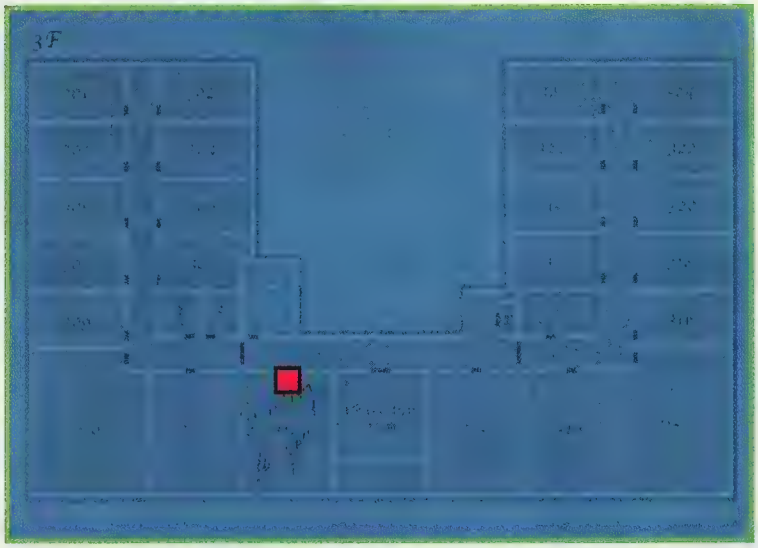



## LAKE VIEW HOTEL SECOND FLOOR

■ Visit the reading room to collect two boxes of shotgun shells and a welcome health drink.

■ In the cloakroom are two boxes of rifle shells, first aid, bullets, and the key to room 204.

## LAKE VIEW HOTEL THIRD FLOOR



■ Watch Mary's videotape here, and your whole world turns upside down.

## LAKE VIEW HOTEL BASEMENT

■ Investigate the basement elevator to find a useful bottle of ink thinner.

■ Sneak past the monsters in the basement and find the Bar Key and first aid in the boiler room.

■ Use your can opener in the kitchen to open a can of light bulbs. Take one for later.

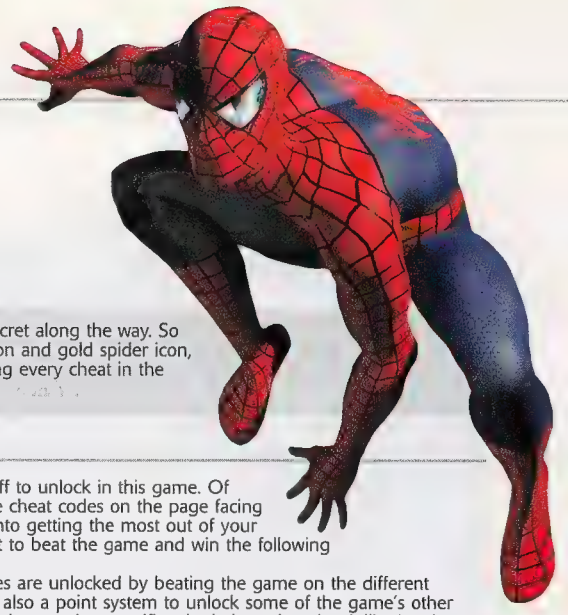
■ You'll also find two boxes of shotgun shells, two boxes of rifle shells, and a first aid kit in the kitchen.

■ Your final encounter with Laura takes place in the basement stairwell. All items found, a boss awaits.

### THE NEXT GAME

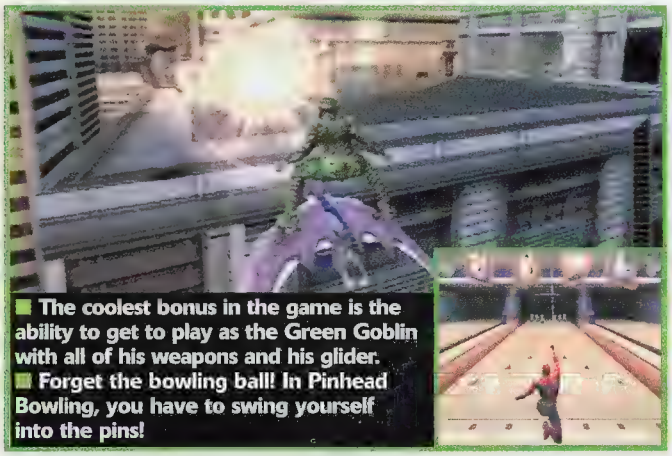
*Silent Hill 3* doesn't even take place in the foggy holiday resort that gives it its name. The action takes place in a neighboring city and instead of a middle-aged man, you take on the role of a teenage girl. The game has yet to be confirmed for Xbox, but expect an announcement soon.

# Spider-Man



You may have defeated the Green Goblin and saved Mary Jane, but it's unlikely that you found every secret along the way. So for your second swing through the game, come along with us and we'll help you find every secret location and gold spider icon, plus we'll explain every bonus you can earn in the game – not to mention our massive codes list featuring every cheat in the game! If this doesn't get your spider sense tingling, then we don't know what will.

## UNLOCKABLE FEATURES



■ **The coolest bonus in the game is the ability to get to play as the Green Goblin with all of his weapons and his glider.**
■ **Forget the bowling ball! In Pinhead Bowling, you have to swing yourself into the pins!**

There's tons of cool stuff to unlock in this game. Of course, you can use the cheat codes on the page facing this one, but if you're into getting the most out of your games, then you'll want to beat the game and win the following rewards legitimately.

While some bonuses are unlocked by beating the game on the different difficulty levels, there is also a point system to unlock some of the game's other secrets. You earn points by meeting specific criteria in a given level, like beating the level within a set amount of time, or using no pick-ups. Check the Secrets sections of this guide to get the scoop on what you need to do on each level to get the maximum number of points. Once you beat the game, you can go into the Secrets screen to get to the Secret Store where you will find any bonuses that you have unlocked.

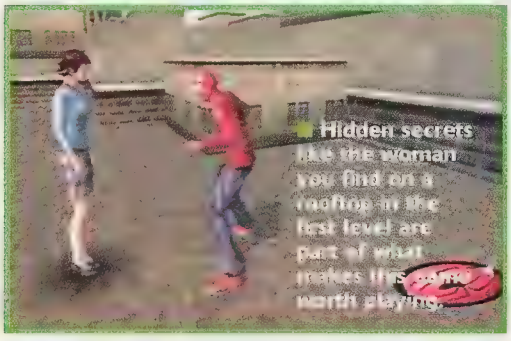
| | |
|---|---|
| 10,000 points | Unlock Pinhead Bowling |
| 20,000 points | Unlock Vulture Movie |
| 30,000 points | Unlock Shocker Movie |
| 50,000 points | Unlock Unlimited Webbing |
| Complete Easy Difficulty | Play as Peter Parker or Wrestling Spider-Man |
| Complete Normal Difficulty | Play as Alex Ross Spider-Man |
| Complete Hero Difficulty | Play as Green Goblin |

## SECRETS, GOLD SPIDER ICONS, AND HIDDEN OBJECTIVES

Many of the levels you will play in *Spider-Man* have hidden gold spider icons which unlock combat combos or stronger webbing powers, secret areas, secret time limits, or other hidden objectives which will earn you points at the end of the level. You also earn points for level completion, beating the level perfectly. Lastly, you can earn a range of points for how stylishly you beat the level.

These points will unlock special bonus features. And it's our opinion that you haven't truly beaten this game until you get the maximum points possible for each level. To make this goal a little more possible, we've gone ahead and detailed all the secret point earning objectives and the locations of all the gold spider icons found in each level. So do you have what it takes to truly conquer *Spider-Man*?

## LEVEL 1 - HUNT FOR REVENGE



■ **Hidden secrets like the woman you find on a rooftop in the first level are part of what makes this game worth playing.**

### SECRET POINT EARNING OBJECTIVES

**Combat Objective:** Kill 15 Thugs.
**Secret Objective:** Save Woman and return her purse. She is located on a rooftop to the left of the level's starting position. It's the tallest building to your left with the orange-ish windows. Once you beat up the thugs harassing her, you will need to find her purse. It is on another rooftop nearby. Jump from the opposite side of the building, keeping the water on your left, and swing to the shorter building with the Latvania billboard.

### HIDDEN GOLD SPIDER ICONS

The first icon is found directly under the perch you start the level from.
The second icon is behind a wall on top of a building near the tallest building in the level. When you get to it, look to the right, toward the nearest water. There will be two tall buildings between you and the water on your right and left. Swing to the building on the right and find the icon over a wall on the roof in the corner nearest the tallest building.

## LEVEL 2 - WAREHOUSE HUNT

### SECRET POINT EARNING OBJECTIVES

**Stealth Objective:** Once you enter the Chop Shop, zip up to the ceiling and go toward the right-hand wall with the door next to the silver garage door. You will see a beam along the wall that runs straight down: crawl down the right side in the shadow, and use the underside of the catwalks to crawl above the garage door on the left side of the little door. When the thug in the red jacket is on the other side of the room, drop down to open the garage door and Zip Line all the way to the end of the hall and get back into the shadows. Just kill the four thugs and get to the cut-scene to complete the stealth objective.
**Secret Objective:** Find the hidden power-up in the hallway on the other side of the Chop Shop you complete the Stealth Objective in. It is behind a bunch of wooden crates between two walls with graffiti.

### HIDDEN GOLD SPIDER ICONS

The only icon for this level is an easy find in the stairwell near the start of the level.

## LEVEL 3 - BIRTH OF A HERO

### SECRET POINT EARNING OBJECTIVES

**Time Objective:** Beat the level within the following time limits depending on your difficulty level.

| | |
|---|---|
| Easy Level | 900 Seconds |
| Normal Level | 500 Seconds |
| Hero/Super Hero Level | 300 Seconds |

**Secret Objective:** To earn the secret objective, you need to use stealth on the ceiling in the first warehouse you come to after entering the vents. You will need to sneak across the warehouse without being seen and reach the door next to the hallway with the steam. If you make it unseen the room, it will have a Gold Spider Icon inside that enables the Advanced Web Dome power. If you are seen, the room will be holding some thugs.

### HIDDEN GOLD SPIDER ICONS

1. The first Icon is earned by completing the Secret Objective.
2. The second Icon is easy to find in the small room at the end of the hallway with the hazardous steam.

## LEVEL 4 - OSCORP'S GAMBIT

### SECRET POINT EARNING OBJECTIVES

**Combat Objective:** Destroy five HKs when playing on the Hero or Superhero difficulty levels.

**The game tells you that you need to stick to the main objective. If you want to meet the Combat Objective, ignore it and destroy five HKs.**

## LEVEL 5 - THE SUBWAY STATION

### SECRET POINT EARNING OBJECTIVES

**Secret Time Objective:** Beat the level within 120 seconds to earn the points for this objective.

### HIDDEN GOLD SPIDER ICONS

1. To find the first hidden icon, go to the wall opposite the wall with the escalators. Along this wall there will be two sub levels. Jump into the left sub level to find the icon hanging in mid air.
2. The second icon is found by first going to the clock kiosk in the center of the building. Then, with the escalators on your left, go to the far end of the building and go down the stairs. Look up and to the left to find the icon hanging in the corner.

## LEVEL 6 - CHASE THROUGH THE SEWER

### SECRET POINT EARNING OBJECTIVES

**Time Objective:** Beat the level within the following time limits depending on your difficulty level.

| | |
|---|---|
| Easy Level | 800 Seconds |
| Normal Level | 600 Seconds |
| Hero/Super Hero Level | 400 Seconds |

**Secret Objective:** Unlock the secret room at the bottom of the pipe valve room with the gold Advanced Web Gloves icon.

**Combat Objective:** Kill the following amounts of thugs depending on your difficulty level.

| | |
|---|---|
| Easy Level | 30 Thugs |
| Normal/Hero/Super Hero Level | 40 Thugs |

### HIDDEN GOLD SPIDER ICONS

1. The first icon is an easy find above the pipe that Shocker ran through with the rushing water.
2. The second icon is in a secret room that also satisfies the Secret Objective. To unlock it, first shut off the water so you can go down the pipe after Shocker. Then in the next room, exit the pipe to the left and climb the left wall to find an alcove with a room with a switch. Hit the switch and return the way you came back down the pipe. When you reach the room with the water valve, drop down and inside is the gold icon that gives you Advanced Web Gloves.
3. The third icon is found in the sewer area where you get locked in. After you beat all the thugs, you will get a key. Drop down to the dry area and use the key on the doors found there. Behind one of the doors is the gold icon that gives you the Advanced Impact Web power.

## CHEATS:

### ALTERNATE OUTFITS

There are several hidden characters to play as in the game, but to access them you'll need the cheats. You enter all of the following into the Cheats Screen found in the Specials Menu. The Green Goblin will laugh when you enter a cheat correctly.

| Hidden Outfit | Cheat |
|---|---|
| Shocker Skin | HERMANSCHULTZ |
| Scientist Skin | SERUM |
| Thug Skin | KNUCKLES |
| Spike Skin | STICKYRICE |
| Shocker Thug Skin | THUGSRUS |
| Helicopter Cop Skin | CAPTAINSTACEY |
| Old Supersoldier Skin | FREAKOUT |
| Cop Skin | REALHERO |
| Mary Jane Skin | GIRLNEXTDOOR |

### CHEAT CODES

The following gameplay cheats are entered into the Cheat Screen found in the Specials Menu. When you enter a cheat correctly you will hear the Green Goblin Laugh. To cancel a cheat's effect simply re-enter the cheat.

| Effect | Cheat |
|---|---|
| Unlimited Webbing | ORGANICWEBBING |
| Unlock All Combos | KOALA |
| Unlock All Levels | IMIARMAS |
| Bullet Time Mode | DODGETHIS |
| Big Head Thugs | JOELSPEANUTS |
| Micro Spidey | SPIDERBYTE |
| Big Head And Feet | GOESTOYOURHEAD |
| First Person Mode | UNDERTHEMASK |
| Bonus Training Levels | HEADEXPLODY |
| Unlock All Levels, Combos, Vulture and Shocker Movies | ARACHNID |

### PLAY AS THE GREEN GOBLIN!

This is one of the coolest bonuses in the entire game. You can play as the Green Goblin (actually his son Harry, dressed up in his father's Goblin outfit) for the entire game. The story line will be slightly different, but you will have access to all the Goblin's powers and even his glider. You can open this character by beating the game on the Hero difficulty or you can do the following:

Start the game on hard or super hero difficulty and get into the first level and then use the pause menu and quit out to the main shell. Enter the ARACHNID cheat in the cheats menu which will open up all the levels. Now use the Level Warp option to go to the conclusion level. This is only the final cinematic where Norman reveals himself to Spidey and is taken out by the glider. When you play this cinematic, you have essentially beaten the game on whatever difficulty you chose at the beginning. Go back to the main menu and enter the Secret Store. Turn on the Green Goblin. Finally use Level Warp or just start a new game and you will be playing as the Green Goblin. You will be playing at whatever difficulty you chose at step one unless you choose to start a new game and select a new difficulty.

## LEVEL 5 - THE SUBWAY STATION

### SECRET POINT EARNING OBJECTIVES

**Time Objective:** Beat the level within the following time limits depending on your difficulty level.

| | |
|---|---|
| Easy Level | 500 Seconds |
| Normal Level | 250 Seconds |
| Hero/Super Hero Level | 120 Seconds |

**Secret Objective...** Grab the floating gold spider icon after you move the subway car.

### HIDDEN GOLD SPIDER ICONS

The only icon to find on this level is really tricky to grab but doing so will fulfill the Secret Objective for the level. After you dodge Shocker's blasts and move the subway car to clear the way through, run up the stairs and quickly drop into the water to grab the icon floating by. You may have to jump and Zipline to the end to catch up to it.

## LEVEL 8 - VULTURE'S LAIR

### SECRET POINT EARNING OBJECTIVES

**Time Objective:** Beat the level within 240 seconds on any difficulty level.

### HIDDEN GOLD SPIDER ICONS

Find the icon in an area above the flaming, swinging beam. You will have to drop through one of the broken staircases to be able to make it around to the icon's location.

## LEVEL 9 - VULTURE ESCAPES

### SECRET POINT EARNING OBJECTIVES

**Time Objective:** Beat the level within 300 seconds on any difficulty level.

**Vulture Proximity Objective:** Stay within 30 meters of the Vulture for four seconds.

## LEVEL 10 - AERIAL DUEL WITH VULTURE

### SECRET POINT EARNING OBJECTIVES

**Time Objective:** Beat the level within 120 seconds on any difficulty level.

### HIDDEN GOLD SPIDER ICONS

There is one on a corner ledge of the building you fight around. Just cruise around the building to find it.

## LEVEL 11 - CORRALLED

### SECRET POINT EARNING OBJECTIVES

**Secret Objective:** Find hidden gold spider icon.

**Protect Scorpion Objective:** Beat the all the spider robots with Scorpion's health above 50%.

### HIDDEN GOLD SPIDER ICONS

Find the gold spider icon on the ramp going between the second and third floors. The icon activates the Advanced Web Dome power and finding it satisfies the Secret Objective for the level.

## LEVEL 12 - SCORPION'S RAMPAGE

### SECRET POINT EARNING OBJECTIVES

**No Pick-ups Objective:** Beat the level without using a single health or web power-up.

### HIDDEN GOLD SPIDER ICONS

The icon is found floating above the damaged pillar.

## LEVEL 13 - COUP D'ETAT

### SECRET POINT EARNING OBJECTIVES

**Time Objective:**

| | |
|---|---|
| Easy Level | 480 Seconds |
| Normal Level | 350 Seconds |
| Hero/Super Hero Level | 270 Seconds |

### HIDDEN GOLD SPIDER ICONS

You find the gold spider icon at the beginning of the level. After you drop off Mary at the drop-off point, climb to the top of the attached building. On the roof will be a heli-pad and in the center will be the icon.

## LEVEL 14 - THE OFFER

### SECRET POINT EARNING OBJECTIVES

**Time Objective:** Any level in 400 seconds.

**Ride Goblin Objective:** Jump onto the Goblin's Glider three times or more. Do this by line breaking during a swing or jumping and hold down the A button as you come down.

**When you land on the Goblin's glider, you can get a few hits in before he throws you off.**

### HIDDEN GOLD SPIDER ICONS

After wearing down some of Goblin's health in the air, he will crash through the roof of a building. Inside will be two doors and in front of one of them will be a gold icon.

## LEVEL 15 - RACE AGAINST TIME

### SECRET POINT EARNING OBJECTIVES

**Time Objective:** Beat the level within the following time limits depending on your difficulty level.

| | |
|---|---|
| Normal Level | 210 Seconds |
| Hero/Super Hero Level | 170 Seconds |

## LEVEL 16 - KRAVEN'S TEST

### SECRET POINT EARNING OBJECTIVES

There are no Secret Objectives or Gold Spider Icons to find in this level.

## LEVEL 17 - THE MIGHTY HUNTER AGAINST TIME

### SECRET POINT EARNING OBJECTIVES

**Time Objective:** Beat the level within the following time limits depending on your difficulty level.

| | |
|---|---|
| Easy Level | 700 Seconds |
| Normal Level | 600 Seconds |
| Hero/Super Hero Level | 500 Seconds |

**Secret Objective:** Find the Gold Spider Icon.

### HIDDEN GOLD SPIDER ICONS

The Gold Spider Icon is found in the air vents. After you drop into the snake pit or go down the stairs to the lower level, you will come across a room with two power-ups that will fill with poison gas. Climb into the air vents and you should find three different ways to go. One of the directions will take you to the icon while the other two take you back to the main room.

## LEVEL 18 - THE RAZOR'S EDGE

### SECRET POINT EARNING OBJECTIVES

**Razor Bats Destroyed Objective:** Destroy at least 75 Razor Bats.

**Remaining Health Objective:** Complete the level with above a certain amount of health depending on the difficulty level.

| | |
|---|---|
| Easy Level | 37% Health |
| Normal Level | 50% Health |
| Hero/Super Hero Level | 75% Health |

**Pick-ups Used:** Depending on the difficulty, you must beat the level using less than a certain number of pick-ups.

| | |
|---|---|
| Easy Level | No more than 2 |
| Normal Level | No more than 3 |
| Hero/Super Hero Level | No more than 5 |

## LEVEL 19 - BREAKING AND ENTERING

### SECRET POINT EARNING OBJECTIVES

**Time Objective:** Beat the level within the following time limits depending on your difficulty level.

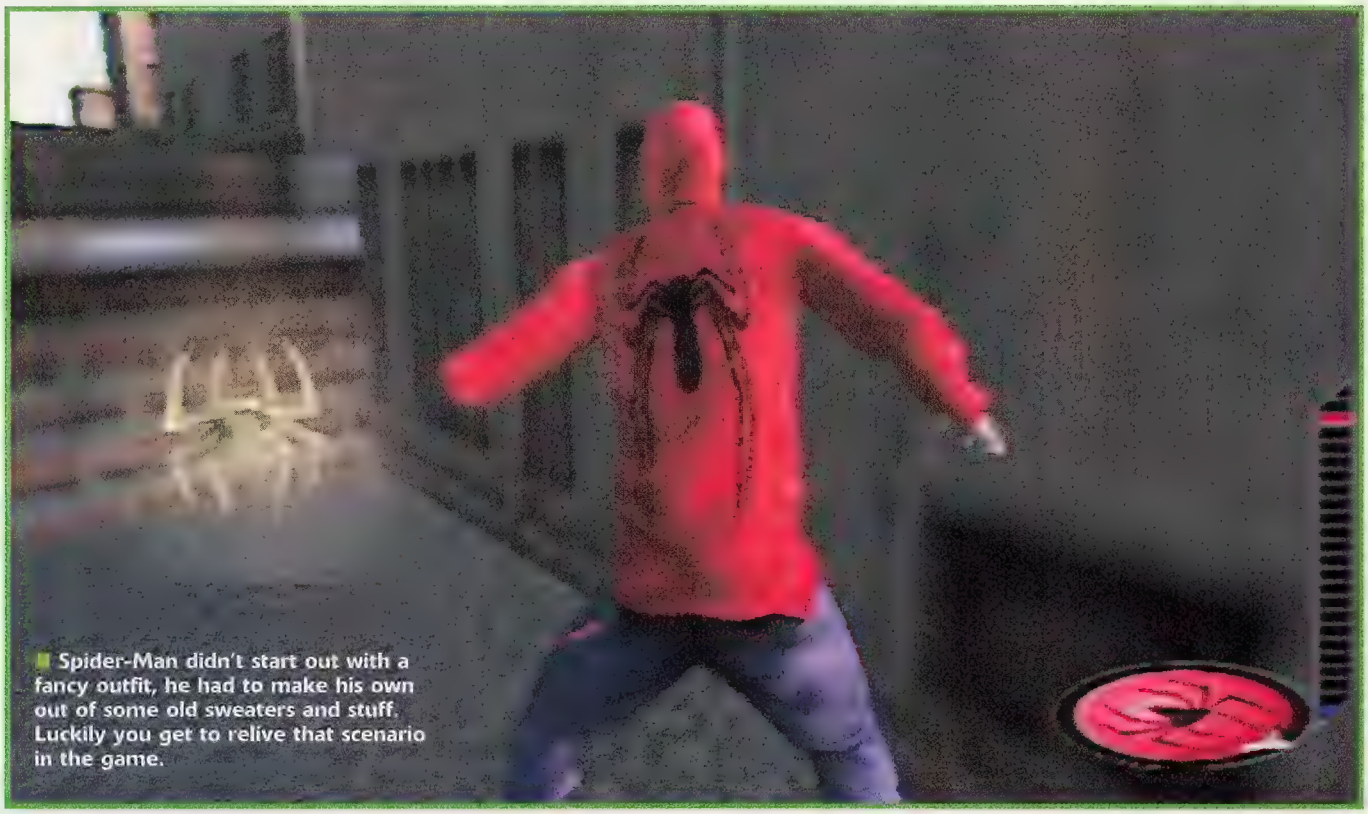
| | |
|---|---|
| Easy Level | 480 Seconds |
| Normal Level | 350 Seconds |
| Hero/Super Hero Level | 240 Seconds |

**Secret Objective:** After you make your way through the first hallway at the beginning of the level you'll find yourself in a room next to a short hall with some elevators. Enter the far-left elevator to achieve the Secret Objective.

**Stealth Objective:** Make it through the level without setting off the alarm.

### HIDDEN GOLD SPIDER ICONS

The icon for this level is found between cubicles in the first room with computers. It's to the left of the cubicle where you find the first piece of the code.



Spider-Man didn't start out with a fancy outfit, he had to make his own out of some old sweaters and stuff. Luckily you get to relive that scenario in the game.

## LEVEL 20 - CHEMICAL CHAOS

### SECRET POINT EARNING OBJECTIVES

- **Time Objective:** Beat the level within 400 seconds on any difficulty level.

### HIDDEN GOLD SPIDER ICONS

- The first icon is found just after you activate the A and B switches and the AB switch. It is on the ceiling before the door leading to the next area where you will eventually find the C and D switches.
- The second icon is an easy grab in a room across from the rooms holding the C and D switches.

## LEVEL 21 - OSCORP'S ULTIMATE WEAPON

### SECRET POINT EARNING OBJECTIVES

- **Time Objective:** Beat the level within 400 seconds on any difficulty level.

## LEVEL 22 - ESCAPE FROM OSCORP

### SECRET POINT EARNING OBJECTIVES

- **Supersoldiers Killed Objective:** Destroy 10 or more Supersoldiers to meet this secret objective.

### HIDDEN GOLD SPIDER ICONS

- The first icon is placed in plain view between the two cubicle areas. Just go straight from where you start to find it.
- The second icon found in the level is on the conference table. To find it disable all the energy barriers, laser wall and defenses and go through the now open passage that leads to a dead end in the left cubicle area.

## LEVEL 23 - MARY JANE KIDNAPPED AND LEVEL 23 - FACEOFF AT THE BRIDGE

### SECRET POINT EARNING OBJECTIVES

- There are no Secret Objectives or Gold Spider Icons to find in these levels.

# SegaGT 2002

## QuickTip

- The fast lane to riches: Start with the zippy Peugeot 206 2.0 S16 and select Event Race. Pick the Hot Hatch Event race. You should have no problem winning this race. You will win a Renault Clio Sport V6 24V, which is much faster than your Peugeot. Switch to your Clio and put that Peugeot up for sale. Now you can tear through the early stages of the Official Race mode with ease.

# Serious Sam

## QuickTip

- To gain access to the ultimate Cheat Mode in the game, simply enter the following code in at the Main Menu screen: Press in and hold the Left thumbstick, then press Black, White, Y. If you do it correctly, a Cheats option will appear at the bottom of the menu. Select it and you can select several different cheats like Max Health, Unlock all Levels, and an All Weapon option. Sweet.

# Shrek

## BECOME INVINCIBLE

To become invincible, go to the main title screen and press **Up, Down, Down, B, A, A, X, Down, Up, Left, B.** Now Shrek can't take damage!

## CHEAT LIST

If you unlock Race Mode, you can compete for tokens by doing for a second time previously completed tasks in a certain amount of time. Each cheat can be purchased for three tokens. They are: **Invulnerability, Infinite Gas, Infinite Flame, Super Strength, Super Flatulence, Leak Mode, Fast Mode, Low Gravity, Money For Merlin, Chalk Mode, Crude Oil Mode, Plastic Mode, Cyber Shadows.**

# Smashing Drive

## QuickTip

To access to the Bonus levels of each of the game's difficulty stages, you'll have to clear a specific score requirement. Two factors that go into your overall stage score are Risky Routes and Bonuses, so if you want to clear every stage, including the Bonus Routes, you'll have to explore every nook and cranny of your current stage and collect as many power-ups as possible. Always keep an eye out for breakable walls for Risky Routes and take a cue from some of the power-ups. If you see a Cutter, this usually means you'll have to use it to bust through some metal or wood obstacles possibly tucked in an alternate route.

# Splashdown

## ACTIVATE CHEAT MODE

At the Options menu, hold R-trigger, then quickly enter **Up** (x2), **Down** (x2), **Left, Right, Left, Right, X, B, X, B.** The Cheat Name screen will pop up if you enter the code in correctly. Now you can enter any of the following codes listed below. Be aware that all the codes are case-sensitive.

| Code | Effect |
|---|---|
| TopBird | Invulnerable to knock offs |
| Hobble | Hard tracks with normal AI settings |
| PmeterGo | Max performance meter |
| Passport | All courses (Note: this code will unlock Steve and Bermuda Triangle, in addition) |
| AllChar | All characters |
| LaPinata | All wetsuits |
| AllOutAI | Expert AI |
| Festival | All FMV endings |
| IBelieve | Vs. UFO time trials |
| F18 | Vs. Mini F-18 Jet time trials |
| SEADOO | Vs. Ghost of currently selected player time |

# Soccer Slam

## EVERY CODE, EVER...

Enter the following codes in at the title screen. A message will appear to confirm the effect of the cheat you enter correctly. Some of these are touchy, so keep trying to enter them if you don't succeed at first.

| Code | Effect |
|---|---|
| L-trigger, R-trigger, Left, Right, Y (x2) | Max Power |
| L-trigger, R-trigger, Right, Up, X (x2) | Infinite Turbo |
| R-trigger, L-trigger, Up (x2), Y (x2) | Big Head mode |
| L-trigger, R-trigger, Up (x2), X, Y | Big Hits mode |
| L-trigger, R-trigger, Down, Right, Y, X | Unlimited Spotlight |
| R-trigger, Right, Left (x2), Y, X | Old-school ball |
| R-trigger, Right, Down, Up, X (x2) | Eyeball ball |
| R-trigger, Left (x2), Down, X (x2) | Black Box ball |
| R-trigger, Right, Up, Down, X, Y | Kids Play (Star) ball |
| R-trigger, Left, Right (x2), Y (x2) | Kid's Block ball |
| R-trigger, Right (x2), Left, X (x2) | Globe ball |
| R-trigger, Left, Up (x2), Y (x2) | Rusty Can ball |
| R-trigger, Right (x2), Down, Y, X | Beach ball |
| R-trigger, Left, Down, Right, Y, X | Crate ball |
| R-trigger, Right, Up (x2), Y (x2) | 8-Ball ball |
| R-trigger, Left, Right, Left, X, Y | Remy's Head ball |
| R, Left, Up, Left, Y, X | Rob's Head ball |
| Y, X, Y, X, Y, X, Right, Left, Right, Left, Right, Left | Modern film mode |
| X, Y, X, Y, X, Y, Left, Right, Left, Right, Left, Right | Classic film mode |
| X, Y, Down (x4) | All alternate teams |
| X (x2), Down (x2), Right, Left | Alternate El Fuego team |
| Y (x2), Down (x2), Left, Right | Alternate Spirit team |
| Y (x2), Down, Right, Left, Up | Alternate Toxic team |
| Y, X, Down, Up (x2) | Alternate Subzero team |
| X, Y, Down, Up, Right, Left | Alternate Tsunami team |
| Y, X, Down, Up, Down, Up | Alternate Volta team |
| R (x2), Right (x2), Up (x5), X (x2) | All Stadiums open |
| Up (x3), Down, X (2) | Alpen Castle stadium |
| L, R, Up, Down, Left, Right, X, Y | Jungle Canopy stadium |
| Up (x2), Left (x2), Y (x2) | Pacific Atoll stadium |
| Up, Left (x2), Right, X, Y | Reactor Core stadium |
| Up, Down (x2), Right, Y, X | Riviera Ruins stadium |
| L, R, Up (x2), Down (x2), X (x2) | Tribal Oasis stadium |
| Left, X, Left, X, Left | All player items unlocked |
| Left, X, Right, X, Up | Angus' items unlocked |
| Left, Y, Up, Y, Down | Arsenault's items |
| Left, Y, Left, X, Up | Boomer's items |
| Left, X, Right, Y, Left | Dante's items |
| Left, Y, Down, Y, Up | Djimon's items |
| Left, Y, Up, X, Right | Duke's items |
| Left, X, Right, X, Down | El Diablo's items |
| Left, Y, Up, X, Up | Half-pint's items |
| Left, Y, Right, Y, Right | Kahuna's items |
| Left, X, Down, X, Down | Kaimani's items |
| Left, Y, Up, X, Left | Kiril's items |
| Left, X, Left, Y, Down | Lola's items |
| Left, Y, Down, X, Up | Madeira's items |
| Left, Y, Down, Y, Right | Nova's items |
| Left, X, Up, X, Up | Raine's items |
| Left, X, Right, X, Right | Rico's items |
| Left, Y, Left, Y, Up | Rumiko's items |
| Left, Y, Left, Y, Right | Zari's items |

# Star Wars Starfighter SE

## INVINCIBILITY MODE AND HIDDEN ARTWORK

All cheat codes are entered into the code screen in the options menu. A message will appear when you enter a cheat correctly.

| Effect | Code |
|---|---|
| Invincible mode | EARCHIPS |
| Character artwork | HEROES |

# SSX Tricky

The race for the gold gets a bit easier when you know the best path down the mountain. Almost every track in *SSX Tricky* is riddled with shortcuts. While you can beat the race mode without them, using the right ones will make your life that much easier. The following pages contain our favorite from each track (which we've also cleverly named) and detailed instructions on how to find them. Use these well and you may just find yourself in first place a bit more often…

## General Hints

**Boost the rails**
If you use boost on a rail that acts as only a minor shortcut, you'll not only gain a few seconds on the opposition, but you'll also gain your boost back when you get off. Clever, huh?

**Use your fists**
Knocking an opponent down gives you max boost, so take the time to master throwing out some punches whenever you pass an opponent. Keep in mind, though, that the more you strike out at opponents, the less likely they'll be there to help you up later on in the tournament. And so what if the riders aren't as friendly later – with any kind of luck, they'll never be able to catch up. And that's the best revenge, isn't it?

**Be cautious**
While you're going to be tempted to do big stunts off of every surface, you shouldn't. More than one race has been lost because of an uber trick that didn't go off exactly as planned and resulted in a huge wipeout. Also, be careful when your uber meter is full – an accidental attempt at an uber trick can put you in last place if you're not careful, Mr. Showoff.

**Use your boost**
This may seem obvious, but don't finish the race with a full boost bar – it does you absolutely no good. Make sure you're constantly using your boost during the race instead. Make sure you do enough tricks to keep it coming (360s are fast, easy to do, and don't require much air), and if you get really low you can always punch out an opponent for an added boost.

## Garibaldi

This track's pretty easy, but it still has a lot of big shortcuts. Done correctly, The High Road will be all you need to procure the gold, though (provided you don't screw up all the other sections of the track).

**The High Road**
This is the best shortcut on the track, but it's a little hard to find. After you hit the second check point and the tri-jump there, keep an eye out to your left and you'll see the SSX sign for the shortcut. Veer off the track to your left, go through the sign, and hop on the rail there. The rail will eventually drop you on a track of your own – just go full throttle and keep jumping the gaps and you're home free.

**Smash the sign and there's a rail hidden right behind it. Hit your boost, hop the gap, and you're in good shape.**

## Snow Dream

This is a fast track that doesn't have a lot of useful shortcuts. The rails early on are neat, but we found that they were more trouble than they were worth. Instead, stay focused on racing and keep an eye out for the shortcut we highlight below.

**Out of Bounds**
Look for an SSX sign on the left side of the track behind a fence at the second checkpoint. Use the jump in front to vault the fence and go through the sign. Now, aim for the rail that separates the left and right fork and hold turbo down. Follow the rail, drop to the next platform, and finally, jump the roof of the small structure in front of you.

## Mercury City Meltdown

The problem with Mercury City isn't that there aren't enough shortcuts – there are tons – it's that most of them are moderately tough. Expect to crash a lot.

**Towering Trick Inferno**
This shortcut is tough to find since it isn't marked by SSX signs. After you go over the huge snow-covered bridge and over all the glass jumps, you'll end up on normal track again. After the first big jump, you'll come to a hard right turn. If you look to your left, you'll see the police barriers there again. Go left (we found it easier to go on the right side of the car) and jump off the ledge there (it comes almost immediately) If you're going fast enough and you time your jump right, you'll land on a building top across the way and then drop off the other side. This isn't the easiest shortcut to master, but if you pull it off the results are more than worth it.

## Tokyo Megaplex

This track is actually loosely based on an unlikely, but still very real, place. Just outside of Tokyo's Narita Airport is a massive indoor ski... um... plex. The giant ramp-shaped refrigerated building is so big, it needs its own power station.

**You're a Cheater**
So here's a fancy yet frigid cheat to help you out. The tube to the top has two entrances. The top one takes you to the rails, while the bottom one takes you to the platform below the rails. If you miss the top entrance, take the bottom one, do your tricks while you're in the air, and then, as soon as you land and get the points, hit select. This reset will actually put you up to where you wanted to be. Sweet!

## Aloha Ice Jam

This track is short, fast, and brutal. If you play your cards right, however, it's one of the easiest tracks to score the gold on thanks to the fact you can take shortcuts almost the entire way down. Best of all – they're not that hard to do. Find the penguins!

**Boom Tube**
No matter what you do for the first part of the race, you'll be sitting pretty if you can pull off this medium-difficulty shortcut. Look for the giant monster head floating in the center of the track about halfway down the mountain. Jump into its mouth and you'll be put in a tube that takes you over a huge stretch of track. The catch is that it's in small segments so you'll have to make sure you don't fall out. We recommend not using boost here and jumping between each tube at a normal rate of speed. If you do make it to the end of the tube (which, sadly, isn't as easy as it sounds), you'll be treated to an immediate shortcut on your left – just follow the red SSX sign.

**The sign's not hard to find – you just have to keep an eye out for it.**

## ALASKA

This is, by far, the hardest and most intense track in the game. It's not only incredibly long, but most of the shortcuts we found are incredibly hard to pull off. More often than not you'll miss the shortcut, crash, and fall behind. Still, we managed to find a fairly simple one that'll help you out.

**Better than Nothing**
This shortcut is easy to find. After you cut across the ice field and go through the ice cave (you'll know when you get there), ignore the hard left at the bottom of the hill and instead veer right into the untracked powder. Continue down to return to the main track with loads more time on the clock.

**Crazy Hard**
Finding this shortcut isn't too tough, but actually doing it without crashing is. After the initial drop-off at the start of the race, you'll go through a series of turns, another small drop-off, and then some more turns. Coming up next (about 40 seconds into the race) is a small platform jump with the left side higher than the right. Take the left ramp – into the icicles. If you do this right, you'll catch the corner rail (somewhere in the middle of the path) and can then jump off at the end – onto a secret path! You're troubles aren't over yet, as you still have to keep jumping and sliding between paths to stay on this shortcut. Good luck!

■ **If you can hit this rail, you're partway there – but it's still not going to be easy.**

■ **Even though this shortcut will put you in the lead, this track is still nowhere near done, so watch your back.**

## MESABLANCA

This track is fast and the shortcuts aren't quite so obvious. Surprisingly, the best shortcut on the track is by far the easiest to get to, so pay attention and make sure you don't miss it.

**The Mines**
This shortcut is easy. After the first checkpoint you'll see the blue SSX sign on your left. Crash through it and follow the somewhat narrow path into the mines. Once inside you can hop on a rail, hit turbo, and enjoy. It's interesting to note that if you miss this first entrance to the mines there is another one that comes up in just a few seconds – it's not as efficient a shortcut, however, and it's harder to do.

■ **This shortcut is great and it's super easy to find. Just look for the blue SSX sign at the checkpoint, follow the path behind it and...**

■ **...Voila! You're in the mines! The mines of DOOM! Muhahahaha! Just kidding.**

### ELYSIUM ALPS

This track is long, but features some great shortcuts. Keep an eye out for signs that point out quick jumps on banked turns, and there's also a small trail that shoots off the right side of the track near the beginning. You'll also want to make sure you don't get stuck at the large glass gates near the end. Play it safe, instead, and go over them on the sides instead of trying to jump the small openings on each one.

**Hold the Ice**

The worst part about Elysium Alps is the long run on the ice, but if you know what to look for, you can almost skip the entire section. After you hit the second checkpoint you'll come to a very unique triple jump in the middle of the track. Right after this, keep your eyes peeled and find the red SSX sign on the left. Go through the sign, following the narrow path through the mountain gap and back on to the main trail. You'll see another red SSX sign directly in front of you. Go through this sign and proceed straight through this untracked section. Eventually you'll go off a cliff and land on an extremely useful alternate track. Keep your turbo going and make all of the jumps and you'll skip right over the ice.

### UNLOCK EVERYTHING

This is the one you've been waiting for. Combined with the Max Stats code you can unlock everything in the game… or just about everything. Every course, boarder, outfit, and Uber Board will become available right from the start of the game. To unlock it all, go to the Title Screen with "Start Game" and "DVD Options" on it and press and hold the LEFT and RIGHT TRIGGERS while you press A, Y, ➔, B, X, ➔, Y, X, ➔, B, A, ➔. When you release the triggers you will hear a sound and when you start your game everything will be open to you.

### MAX STATS

The following cheat gives every character that you have unlocked full stats. This will give you a tremendous advantage as you try to beat this game. To enter the cheat, go to the Title Screen with "Start Game" flashing in the lower left corner of the screen. Now press and hold the Left and Right Trigger buttons as you tap in A, A, ➔, B, B, ➔, Y, Y, ➔, X, X, ➔. When you release the Trigger button you will hear a sound if you entered the cheat correctly. Then when you start your game you will find that every character has maxed-out stats.

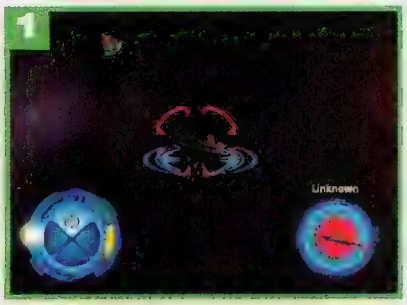
■ **As soon as you see the triple jump, keep your eyes peeled for…**

■ **…the red SSX sign nestled in the left corner. That's your clue that the shortcut is upon you!**

# Star Wars: Jedi Starfighter

Like some kind of Stupid Jedi Mind Trick, every mission in *Jedi Starfighter* has a secret objective that you haven't a prayer of knowing about until after you've accomplished it. In fact, there are actually two: one for single players, and a different one for two-player co-op play. We tell you both.

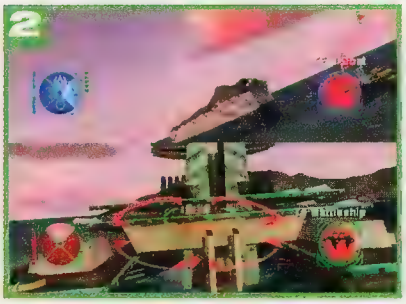
## ACT ONE




### MISSION ONE

**1P:** This is seriously hidden. When the Federation lander first appears, ignore it. Quickly cycle through enemy targets until you find one labeled "Unknown" (it won't show up until then), then kill it.
**2P:** Complete the mission in less than four minutes.

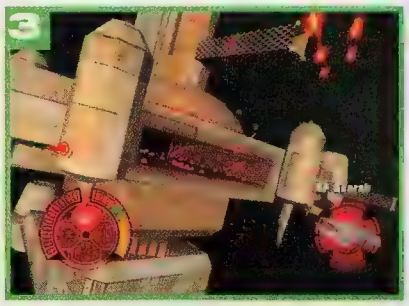
■ **It's finding the hidden enemy that's the hard part – once you've done that, actually destroying him isn't a problem.**




### MISSION TWO

**1P:** Keep all Federation forces off the beach. The two troop transports are obvious, but also destroy any incoming droid starfighters, since they'll land, then grow legs and attack.
**2P:** Destroy both Federation carriers (use Reti's heavy cannon).

■ **Destroying the carrier without Reti's cannon is hard, so if you're alone, ignore it. Just keep those droids off the beach.**




### MISSION THREE

**1P:** Funky. When the Liberator is on approach, a landing bay will open in the center of the prison station. Inside are five droids waiting to be blown up.
**2P:** You must destroy all the external airlock doors.

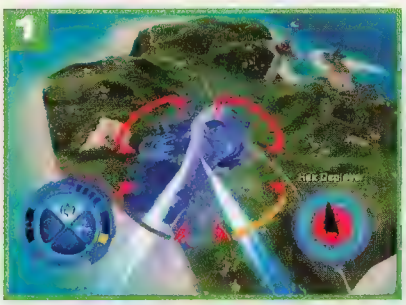
■ **Why these droids are so important is anybody's guess, but they are, so take a moment to find the landing bay and blow them to smithereens.**

### MISSION FOUR

**1P:** Easy. Destroy all the tractor beam towers.
**2P:** Go after (and destroy) all the submarine docks.

■ **This is one of the easiest secret objectives. Blowing up the tractor towers is like shooting fish in a barrel. Just keep a healthy distance and it's no problem.**

## ACT TWO




### MISSION ONE

**1P:** Destroy every enemy, including all Hex missiles. Force Lightning helps against incoming Sabaoth squadrons, but for missiles, just use your lasers and good aim.
**2P:** You must prevent any building from taking any damage.

■ **This is among the more difficult secret objectives of the early missions. Be calm, don't panic, and be methodical about it.**

### MISSION TWO

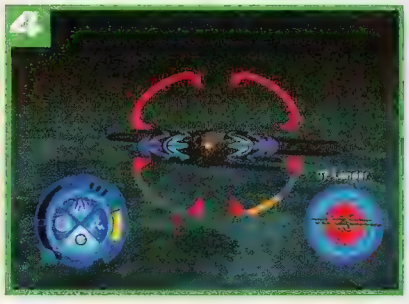
**1P:** Finish in less than nine minutes. Best if you accomplish the Bonus and Hidden objectives on separate attempts, since hunting freighters can take time.
**2P:** Destroy all 28 containers littered over the island.

■ **Finding all 28 containers in two-player mode isn't easy – they're scattered all over the place. Divide up the mountain and be thorough.**

### MISSION THREE

**1P:** When the Sabaoth ambush begins, cycle through your targets until you find three freighters making a getaway, then blast 'em.
**2P:** Destroy all Sabaoth ships including the frigate.

■ **To destroy the freighters, you pretty much have to ignore everything else going on. Good luck.**

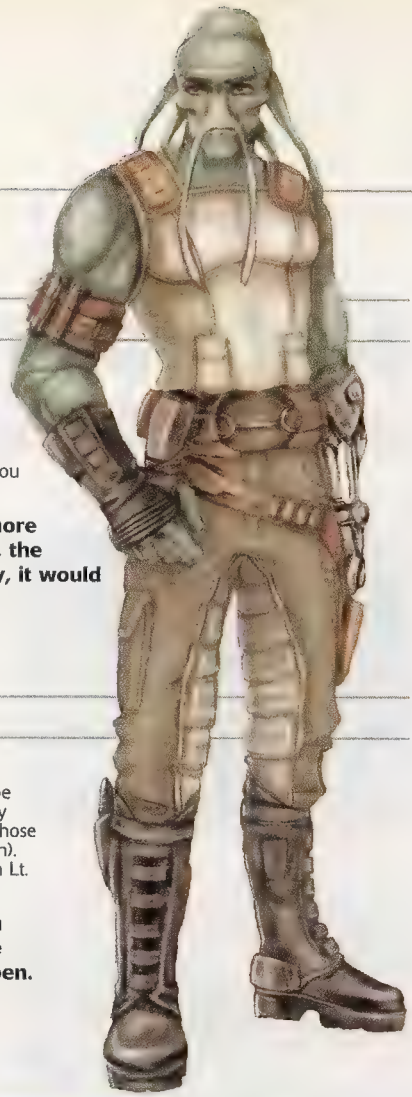



### MISSION FOUR

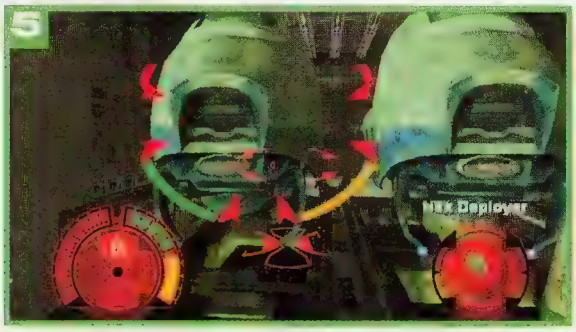
**1P:** As big a pain as this mission is, the hidden objective is something you'll probably do anyway – destroy the troop landers and armed freighters.
**2P:** Destroy all troop barracks – again, something you should do anyway.

■ **It's actually almost impossible to avoid destroying all the landers and barracks, so consider this a freebie.**

# S Star Wars: Jedi Starfighter (continued)



## ACT TWO CONTINUED

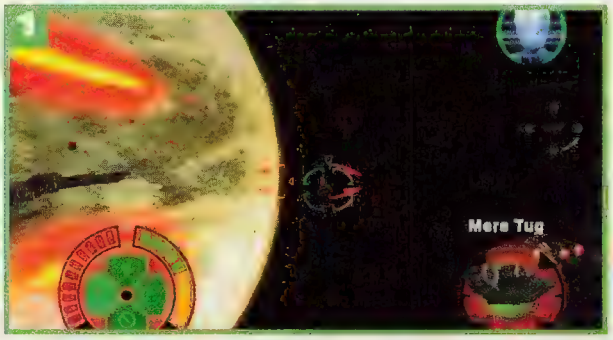



### MISSION FIVE

**1P:** On your way past the reactor core to destroy the transmitter, be a dear and blow up both Hex deployers in the hangar too, would you?
**2P:** And if it's not too much trouble, could you keep all 10 dropships from landing?

**This is one of the easier — and more obvious — secret objectives. In fact, the deployers are so big and in the way, it would be tougher *not* to destroy them.**

## ACT THREE




### MISSION ONE

**1P:** Do not allow any friendly tugs to be destroyed (here's where the "defend my target" order comes in handy – so do those new mines you were just upgraded with).
**2P:** Destroy the Sabaoth destroyer with Lt. Bella on board.

**This is one of those stages in which you actually spend some time waiting for things to happen. It's easier than it looks.**

### MISSION TWO

**1P:** Destroy both landers (probably best to take out that initial pair of missile frigates first, though).
**2P:** Destroy all the missile frigates, which is tricky – there are four groups of two each. If you destroy both ships from a single group consecutively, the Aken can slip through and the mission ends. So pop one from each group, then repeat.

**This is not an simple mission, no matter how you slice it. Be patient.**

### MISSION THREE

**1P:** Destroy all enemy turrets, including capital turrets, heavy turrets, and the turrets on the cruiser (leave those for last, since you're going to blow the whole cruiser up with the orbital cannon anyway).
**2P:** You need to destroy the cruiser without using the cannon – good luck.

**Once again, why are the turrets so important that they're a secret mission objective? Beats us, but maybe that's why we're not Jedi Masters.**

### MISSION FOUR

**1P:** Destroy all eight bunkers (another thing you'll probably do anyway).
**2P:** Two players have to somehow keep every single one of the clone soldiers alive. But there *are* two of ya, right?

**Protecting the clones is extremely challenging — if they seem tiny and fragile, it's because they are. Hover around them like a mother hen.**

### MISSION FIVE:

**1P:** All three Mere transports must land safely — again, use "protect my target" and put some mines between them and incoming fighters.
**2P:** You can try to blast away Toth's shields (wait by the rear of the base where he launches from and ambush him), but it ain't easy.

**Just *finding* Toth is a problem. Two players really need to gang up on him and keep at it.**

### MISSION SIX

**1P:** Don't let any Mere cruisers be destroyed – simple, right?
**2P:** Blow up every turret on every enemy destroyer and Toth's flagship.

# Star Wars: Obi Wan

### UNLOCK DARTH MAUL'S ARENA
To play with the Sith Lord In Vs Mode, defeat the man himself in the main game.

### UNLOCK DEPA BILLABA
To unlock Depa Billaba in Vs Mode, beat the training droid in the Jedi Arena of the main game.

### UNLOCK EETH KOTH
To unlock Eeth Koth in Vs Mode, beat him in the Jedi Arena in the main game.

### UNLOCK MACE WINDU
To unlock Mace Windu in Vs Mode, defeat him in the Jedi Arena of the main game.

### UNLOCK TUSKEN RAIDERS' ARENA
To unlock the Tusken Raiders' arena in Vs Mode, complete the two Tatooine levels (Missions 19 and 20) in the main game.

# Street Hoops

**Most of the codes for this game unlock silly outfits like clowns and cowboys as well as a couple of new balls but there are a couple of cheats like the Theft mode, which enables easy steals that can really change the way you play the game. All of the following cheats are entered into the Cheats screen reached through the Game Settings menu.**

### NEW OUTFITS

| Outfit | Cheat |
|---|---|
| Brick City Clothing | R TRIGGER, Black, R TRIGGER, L TRIGGER, Y, X, R TRIGGER, L TRIGGER |
| Clowns | X, L TRIGGER, X, Y |
| Cowboys | Y, WHITE, WHITE, R TRIGGER |
| Elvis | Y, BLACK, WHITE, BLACK, BLACK, WHITE, L TRIGGER, BLACK |
| Kung Fu | Y, Y, X, L TRIGGER |
| Pimp | R TRIGGER, X, Y, BLACK |
| Santa Claus | WHITE, BLACK, WHITE, BLACK |
| Tuxedo | BLACK, BLACK, Y, X |

### EXTRA BALLS

| Ball | Cheat |
|---|---|
| Black Ball | WHITE, WHITE, Y, BLACK |
| Normal Ball | R TRIGGER, X, X, L TRIGGER |
| Red, White and Blue Ball | Y, WHITE, X, WHITE |

### GAMEPLAY CHEATS

| Effect | Cheat |
|---|---|
| Block Party | R TRIGGER, Y, BLACK, WHITE |
| Power Game | WHITE, Y, BLACK, Y |
| Theft Mode | R TRIGGER, X, X, X, R TRIGGER, BLACK, Y, WHITE |

# Taz Wanted

## QuickTip

Near the end of the "Modern Art" section, there is a "quadrated" portrait of Yosemite Sam. Go to the main hall and place Taz just between the dinosaur skeleton's feet; spin in that area and spin all the way down to this portrait and try to jump through it. You only have a few seconds to accomplish this before the painting "locks" again. If you don't get it at first, keep practicing and you'll eventually reach a secret, hidden area!

# Test Drive

### HIDDEN MOON LEVEL AND MOON BUGGY
Not much in the way of hidden goodies to unlock in this game, but there is a great hidden level and a funky hidden car. The only way to unlock the hidden level on the moon with low gravity and the moon buggy is to destroy the black billboards with the white circle on them. There are three billboards to find on each level. When you destroy them a series of dots will appear and whichever sign you destroyed will fill in one of the dots. Some of the billboards are quite hidden, but the bonus level and car you unlock are truly worth the effort.

# Test Drive: Off Road Wide-Open

## QuickTip

There isn't much in the way of hidden goodies to unlock in the game but there is a great hidden level and a funky hidden car. There is no cheat to unlock them but you won't unlock them by beating the game either. The only way to unlock the hidden level on the moon with low gravity and the moon buggy is to destroy the black billboards with the white circle on them. There are three billboards to find on each level. When you destroy them a series of dots will appear and whichever sign you destroyed will fill in one of the dots. Some of the billboards are quite hidden but the bonus level and car you unlock are truly worth the effort.

# Tetris Worlds

Once you've got the hang of the basics of the game, we suggest turning off the "ghost" feature entirely. This initially handy precognitive pal shows you where a block is going to fall, but as you improve your skills, it just adds more unnecessary clutter to the screen. You'll find that your brain actually fits pieces much better with this thing turned off. You'll find the switch in Options.

# The Simpsons Road Rage

## HIDDEN CARS AND MORE

Go to and open the options menu and **press and hold L TRIGGER + R TRIGGER** while you enter any of the following codes. There are several hidden cars to try including some related to specific holidays. You can only enter one of the car cheats at a time and you will play as the hidden car no matter what character you choose and what mode you play. You will hear a sound when you enter a code correctly.

| Effect | Code |
|---|---|
| Smithers driving Mr. Burns' car | B, B, Y, Y |
| Nuclear bus | B, B, Y, A |
| Red box car | B, B, Y, X |
| New Year's Day car | B, B, X, Y |
| Christmas car | B, B, X, B |
| Halloween car | B, B, X, A |
| Thanksgiving car | B, B, X, X |
| More money | Y, Y, Y, Y |
| Night time | A, A, A, A |
| Overhead view | X, X, X, Y |
| Extra camera views | B, B, B, B |
| 2D characters | X, X, X, X |
| See wire frames | B, B, A, A |

# The Elder Scrolls III: Morrowind

## ULTIMATE CHEATS

These cheats have been sent directly to us from the offices of Bethesda Softworks, the company behind *Morrowind*! When entering them, though, keep in mind that using any specific code replaces the others, so only one can be active at a time. If a mistake is made entering a BLACK-WHITE (● ○) code, start the cheat over at step 4. The cheat will remain active as long as you don't change menus using the (L) and (R) triggers. Leaving and entering menu mode does not reset the BLACK-WHITE cheat code, so you need only repeat steps 1, 3 (if necessary), and 5 to repeat the last cheat. If the (L) and (R) triggers are used to change menus, the BLACK-WHITE cheat code is cleared and all steps will have to be repeated.

To restore Health:
1) While in the game, hit B to bring up the menus
2) Use the L and R triggers to switch to the Stats menu
3) Use the D-pad to select the Health entry
4) Press ● ○ ● ● ●
5) Press and hold A until the desired Health level is reached

To restore Magicka:
1) While in the game, hit B to bring up the menus
2) Use the L and R triggers to switch to the Stats menu
3) Used the D-pad to select the Magicka entry
4) Press ● ○ ○ ● ○
5) Press and hold A until the desired Magicka level is reached

To restore Fatigue:
1) While in the game, hit B to bring up the menus
2) Use the L and R triggers to switch to the Stats menu
3) Used the D-pad to select the Fatigue entry
4) Press ● ● ○ ○ ●
5) Press and hold A until the desired Fatigue level is reached

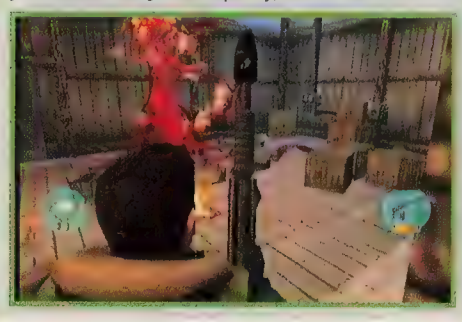
# The Thing

## BOSS STRATEGIES

There are only four boss creatures in *The Thing*. All of them are tough — unless you know their secrets.

### BOSS ONE:

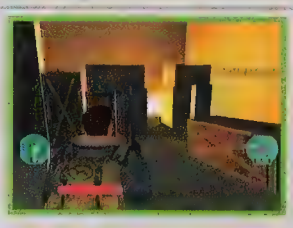
Believe it or not, the room has a safe spot. When the cut scene finishes playing, you'll be against the door you entered through, facing right. Immediately back up until you're tight into the corner between the wall and the large crate to the left. As long as you stand here, no tentacles can touch you, so blast away with impunity, then burn it.



**The boss has a number of spots to aim for, but once they're all in the red, step forward briefly and burn it with the flame thrower.**

### BOSS TWO:

After fixing the crane power box, toss a few high-explosive grenades through the handy gap between the crates to wear the boss down. Next, run out into the boss' area, pause for a split second, then run for the switch on the other side of the room — if you time it right, the boss will miss you. Flip the switch to electrify the critter and stun it, then use the grenade launcher in first-person view to shoot a flame grenade directly between the thing's "shoulders." Repeat the process until it dies, keeping an eye on your health, using first aid as needed.



**Grab the flame grenades in the warehouse before you face the boss (toss a regular grenade behind the crate to ignite the hidden barrel). There's just enough room between the crates to fit a grenade through.**

# Tiger Woods PGA Tour 2003

## QuickTip

Once you get the swing meter down the key to this game is club selection and spin. Once the pin placements get too difficult, you can no longer just aim for the pin since there is little green to land on and too much room for error. Instead aim for the fat part of the green and spin it toward the cup. That way, worst-case scenario you are on the green, but if you get good with the spin you get within tap-in distance.

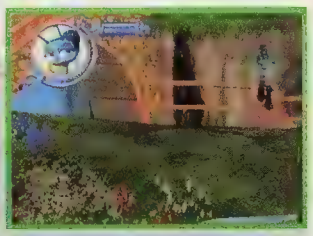
# TimeSplitters 2

## QuickTip

To free Ramona, grab the gun powder keg in the jailhouse and head back outside. Take the corridor to the right of the jailhouse and head to the left where you will see a wagon with the words " McPhugg 'BANGWAGON' written on the side. Push the wagon to the back wall of the jailhouse. Now use the gunpowder keg to create a fuse of gunpowder from the wagon to any of the nearby crates. To light the fuse, shoot the crate and watch the flame crawl along the ground until it reaches the wagon, which will catch fire and explode, destroying the wall of Ramona's prison cell.

# ToeJam & Earl III: Mission to Earth

## QuickTip



Remember that you can move freely while performing a Funk Rhythm. Once you've used it to convert all the enemies immediately around you, run around looking for additional enemies to convert with whatever time you have remaining before the rhythm runs out.

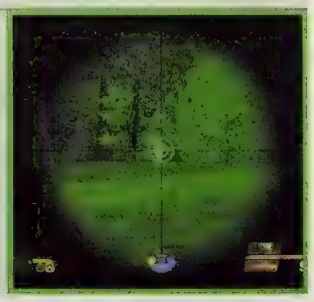
Use Funkify Notes like a sniper rifle. They can be aimed in first-person mode, and have a slight seeking ability, so targets that are further away are actually easier to hit than targets close by.

Of the three main characters, Latisha is by far the most fragile, and should be avoided most of the time. However, her increased luck with risky presents and ability to ride twisters can come in handy on certain levels.

# Tom Clancy's Ghost Recon

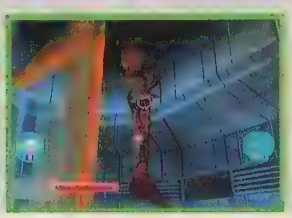
## QuickTip

The "radar" in *Ghost Recon* isn't quite as vague as you'd think. The little proximity detector is actually pretty accurate at locating stationary targets. When you want to pinpoint someone you suspect is sniping, take cover, then sweep around in an arc until the proximity detector changes direction. You can figure out the exact middle point by repeating a couple of sweeps. Your opponent, if stationary, is very likely in the direct center of the arc indicated by the yellow markers. If it's red, you have other things to worry about.



### BOSS THREE:

Hey, another safe spot! Use the pause-then-run technique to avoid being hit, running straight down the middle of the room, then duck behind the specimen container. Timing is critical — you want to be out in the open when the boss swings at you a second time. If it swings as you're heading behind the container, it will break the container and you're screwed. As long as the container is intact, the boss can't see you — go figure. Inch out just enough that you can switch to first person and use the machine gun to wear it down, then use the grenade launcher and flame grenades.

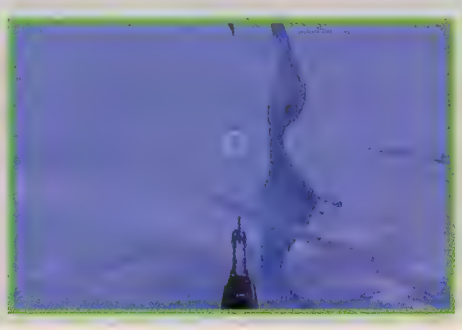


**That specimen container will protect you as long as it's intact.**

**Who knows why the boss can't see you, but really, who cares? Shoot it!**

### BOSS FOUR:

This one's actually really easy. Shoot the four stacks of barrels at the boss' base when you can, while concentrating fire on the upper portion of the its body, especially the upper bulge its tentacle emerges from. It doesn't take long.



**The only difficult thing here is aiming while the chopper flies around — it shouldn't take more than two or three tries, though.**

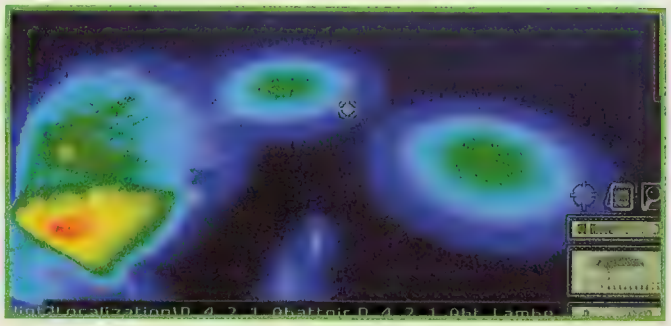
# Tom Clancy's Splinter Cell

## THE GADGET GUIDE

Gizmos, doodads, thingamajigs, doohickeys, gadgets... there're tons in this game. Each one serves a primary purpose, but with a little creative thinking, you can use them to make Sam's covert operations a bit more interesting.

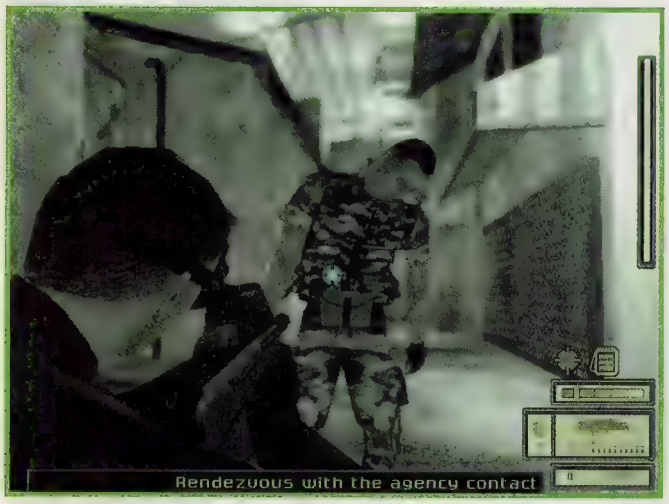
### STICKY SHOCKER

- **Primary Use:** This non-lethal projectile will knock any enemy out indefinitely. Sam should use these when he's told not to kill anyone. They should be used sparingly.
- **Alternative Use:** Shoot it at a puddle of water and watch as your enemies step on it. Zippity-zap!
- **Where We'd Shoot It:** In a posh country club pool, filled with young, annoying rich kids who have never had to work a day in their trust-funded lives. Zippity-zap, alright.



### THERMAL VISION HEADSET

- **Primary Use:** This gives Sam a clear view of heat signatures. Sam should use this see clearly in foggy areas.
- **Alternative Use:** Use it to see code patterns on door panels, see through thin, soft walls or doors, and to detect land mines.
- **Where We'd Use It:** Pretty much everywhere. Seeing people's heat emission is just inherently cool.




### RING AIRFOIL PROJECTILE

- **Primary Use:** Will knock an opponent out with one well-placed shot to the head, but that's typically tough to pull off. Otherwise, two hits anywhere will do the trick.
- **Alternative Use:** If you can't hit an enemy in the head, the impact will cause him to lose his bearings for about six seconds, making it very easy to grab him and nab him.
- **Where We'd Shoot It:** Taking a cue from the world (in)famous quote from *The Newlywed Game*, we have to agree with the statement: "I believe that would be in the butt, Bob."

### STICKY CAMERA

- **Primary Use:** If you are out of ammo and feel the need to scan an area before you enter it, the sticky camera is a perfect choice. You can launch this from your F2000 for an accurate shot. If you shoot it at a spot that Sam can reach, you can pick it up to use it again and again.
- **Alternative Use:** For kicks at any time. Try shooting one of these through a window that you can't reach. You might be surprised.
- **Where We'd Throw It:** Tickle-fight rooms of sorority houses, at a better seat at sporting events or concerts, or on the tennis court at an Anna Kournikova tennis match.

## GAS GRENADE

**Primary Use:** This projectile will unleash a nice fat cloud of gas that will incapacitate an enemy.

**Alternative Use:** Use these against groups of enemies. Wait until two or more guards are close together and aim accurately. One grenade can take out several enemies.

**Where We'd Use It:** We'd carefully toss one to the front of the line at Starbucks, so we could get our coffee faster. Sweet caffeine!

## DIVERSION CAMERA

**Primary Use:** Like the sticky camera, but you can divert an enemy's attention with a built-in noisemaker, then gas him as he investigates.

**Alternative Use:** The noisemaker emits whistling sounds, which bothersome guard dogs find irresistible. Stupid dogs.

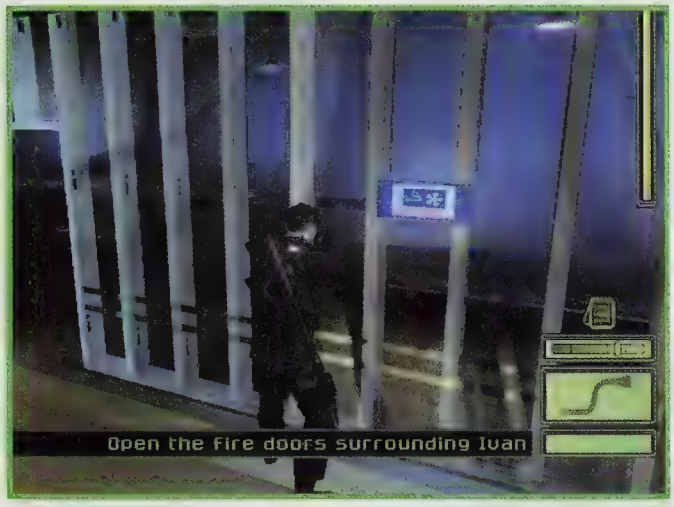
**Where We'd Use It:** On CalTrain. Just as that greedy conductor comes to collect our money, we'd shoot one of these things in another car, then sneak off the train. Come on and take a free ride!

## DISPOSABLE LOCK PICK

**Primary Use:** When Sam needs to bypass the very cool but lengthy process of manual lock picking, he can use this to instantly melt any lock and open a door. Use these sparingly.

**Alternative Use:** You could throw it away, since it's disposable. It wouldn't hurt anything, of course it wouldn't help either.

**What We'd Use It For:** Opening that one drawer at Fran's desk that she always keeps locked. We don't know what's in there, but it's gotta be good.




## WALL MINES

**Primary Use:** To protect an area, these motion sensitive mines definitely do the trick.

**Alternate Use:** Set one of these bad boys on a wall, then lure guards over with a diversion camera. When they get close, shoot it and watch them blow to bits.

**How We'd Use Them:** We'd place them on our door at deadline time so production couldn't come in and bitch at us.

# Tony Hawk's Pro Skater 2x

**HOW TO GET THE MOST OUT OF THE XBOX-EXCLUSIVE LEVELS**

The new Xbox-exclusive levels found in *Tony Hawk 2x* are some of the coolest levels found in any *Tony Hawk* game. In the following guide, not only do we tell you how to unlock them, but we've got the goods on the hottest secrets and the best spots you'll find within them.

## HOW TO UNLOCK THE XBOX LEVELS

The Club London level is open right from the start of the game. To unlock the 2x Career, you have to beat the Tony Hawk 2 Career. The 2x Career includes the Club London stage, the Construction Site in Dallas, Texas, and the Skate Park in Tampa, Florida. Get any medal in the Tampa competition and the Tony Hawk 1 Career will unlock. If you get gold in the Tampa competition, you will unlock the sick Skylines level in Detroit. Lastly, if you manage to grab gold in the Roswell competition, you will unlock the New York Subway level.

■ **Don't forget to pay the DJ a visit by getting up some speed and grinding up the thick pipes on either side of the raised DJ booth.**

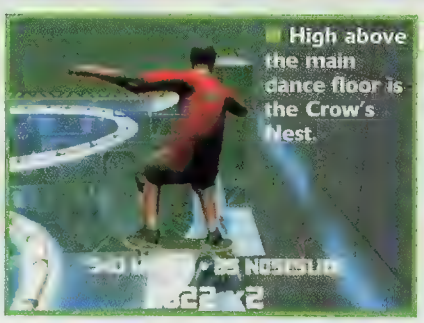
## LONDON CLUB

### STAYING ALIVE GAP

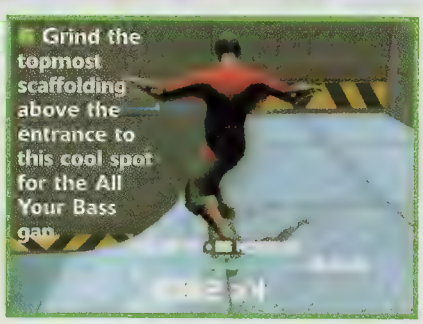
To get up to the Crow's Nest, use the large quarter pipe by the VIP room in the back left corner of the club to get up speed and then use the smaller quarter pipe attached to the bar to shoot up to the balcony. From there, use the quarterpipe in the back to get up speed and launch off the ramp over the dance floor to reach the Crow's Nest. Now have a blast sessioning between the quarterpipes on the Crow's Nest and to get the awesome Staying Alive Gap launch from the quarterpipe on the Crow's Nest and land all the way down in the quarterpipe on the dance floor below.

### ALL YOUR BASS (ARE BELONG TO US) GAP

The hidden room you perform the All Your Bass gap in is truly one of the coolest spots ever created for a *Tony Hawk* game. You enter the room by crashing through a glass wall on the balcony of the main club area. Once inside you'll be faced with a series of half pipes going up either side of the room which is filled with speakers. In fact, the bass in the room will be booming so much your controller will vibrate. There are a ton of gaps to find in the room, but one of the coolest is the All Your Bass gap which is performed by getting up to the top halfpipe and then grinding the lip to the scaffolding, across the entrance to the halfpipe on the other side.



■ High above the main dance floor is the Crow's Nest.



■ Grind the topmost scaffolding above the entrance to this cool spot for the All Your Bass gap.

## CONSTRUCTION SITE, DALLAS

The Construction Site in Dallas is the tallest *Tony Hawk* level ever created. There is a lot to do in this level, but all of the really killer stuff is incredibly difficult to achieve. The building being constructed in the middle of the level can be climbed, but this is no easy task as you'll have to nimbly jump from halfpipe to quarterpipe and carefully grind some girders to make it all the way to the top. Practice is the only way to do it, but keep in mind that there are multiple routes to the top. Great rewards can be found when you make it to the top, so the effort is worth it.

### THE SECRET TAPE

You've probably already guessed that the secret tape for the level is found atop the large structure in the center of the level. The trick is that once you get up there (which is no easy task), you'll have to operate the crane to get to the actual tape. Try using the scaffolding around the perimeter of the building to get to the top.

■ **You will spend hours and hours trying to get to the top of the building under construction, but to get to the top will be something to brag about.**

### WORKING THE CRANE

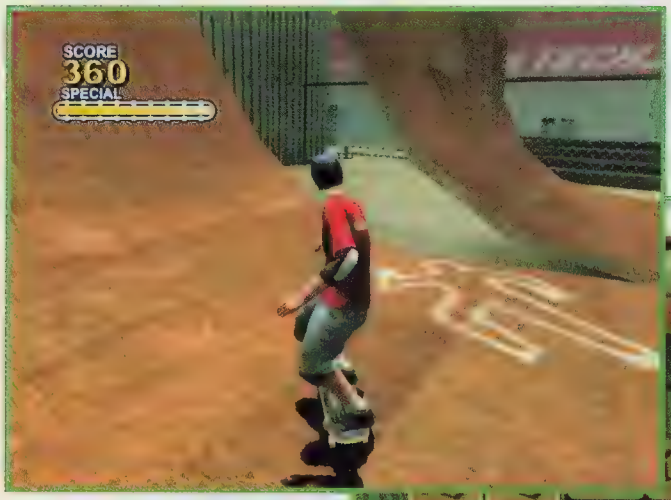
There are switch boxes located all over the level that will operate the large crane in the level. Some are found on top of the buildings surrounding the site and others are on top of the tall structure in the center. To get on top of the buildings around the periphery of the construction site, grind the fence that runs around the area. Once you access some of the switches you can move the crane into different positions to reach new areas.

■ **Grind the fence around the periphery of the level and from there jump to and grind up the fire escape of one of the buildings to get up to the roof where you'll find one of the switches that operates the crane.**

# Tony Hawk's Pro Skater 2x (continued)

## SKATE PARK, TAMPA

One of the incredible things about the virtual Skate Park in Tampa is the fact that it is an exact replica, to scale, of an actual skate park in Tampa. Every detail is the same, which will blow you away if you have ever visited the park in person. There are a couple of inside jokes built into the environment of the level. For example, there are posters of a lost dog, which sports a picture of an actual dog that lives at the park.

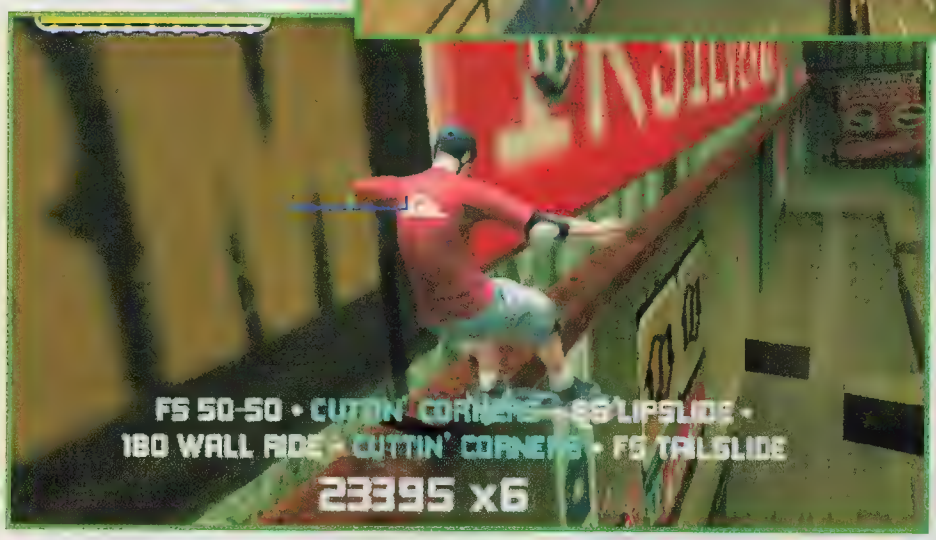



■ **Check out the body outline on the 360-loop ramp. It was put there to pay respect to a notorious bail that the owner of the park made one day on the ramp that broke several bones in his body.**

### CRAZY LINES

Some of the best lines to uncover in this level are around the edge of the main room of the skate park. By using the railings and coping at the top of the quarterpipes and halfpipes, and with a creative use of the second floor bar and stage, you can link together an amazing string of tricks. In fact, it's possible to actually grind around the entire room. There is a beam about fifteen feet above all the top decks of the pipes lining the room. You have to have great stats, but you can jump to it and grind around the entire room without stopping.

■ **Use one of the pipes against the wall to jump to the beam and land in a grind.**




### HEAD FOR THE RAFTERS

Some of the deepest hidden lines to discover lie in the rafters of the building. Again, only maxed-out stats will give you the ability to launch high enough. There is even a door to go through at the top that will take you out to the roof. You can also get to another roof by using the roll in at the top of the 360-tube ramp, and then from there you can grind around the entire outdoor area.

■ **Use the tops of fences and the bars holding the light fixtures to grind around the entire area.**

## SKY LINES, DETROIT

This is one remarkable level. There are lines hidden so deep you may never find them, or so we've been told. You can jump from rooftop to rooftop and find all kinds of amazing spots to session. You can even grind the telephone wires to reach different areas.

**There are lots of obstacles to run into, but they are laid out so that all kinds of cool lines will appear if you look hard enough.**

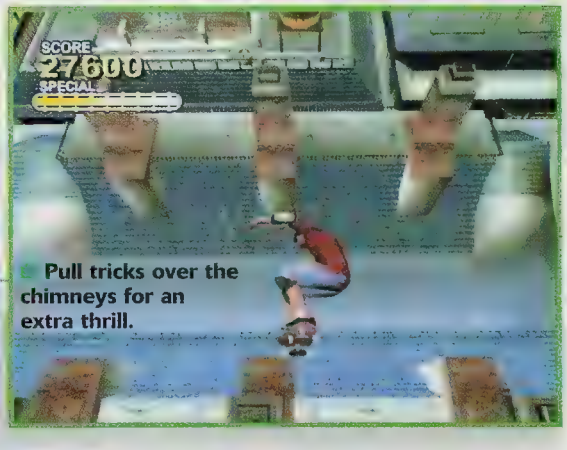
**The Bird on a Wire Gap.**

### THE BIRD ON A WIRE GAP AND LINE

One of the coolest lines to find is the Bird on a Wire Gap. The line starts up above and behind the rooftop pool. From the right side of the roof if you are looking down on the pool, ollie to and grind the right side railing. From there, ollie to the electrical wire and ollie again to the top of the large red neon billboard. Completing that sequence will get you the Bird on a Wire Gap, but you can keep going along the wires and billboards and grind all the way around all four buildings. You need to have maxed-out stats to pull it off, though.

### MARY POPPINS HALFPIPE

One of the best halfpipes in the whole game is in this level. The folks at Treyarch and Activision refer to it as the Mary Poppins halfpipe because of its English suburban rooftop design.

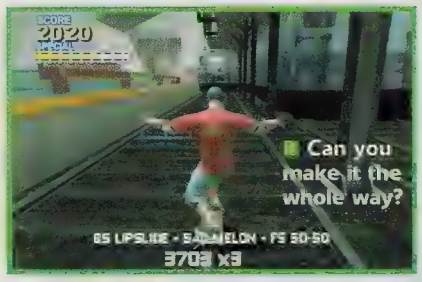



**Pull tricks over the chimneys for an extra thrill.**

## NEW YORK SUBWAY

This level is the smallest of the levels in the game with the exception of Crane Drop in Hawaii. Its obstacles and compact size makes it ideal for multiplayer games. It really shines when you get 16 players playing at once by linking four Xbox systems together. Everyone can take each other out so easily mid-trick that it can be hard to pull anything huge off. There are some great lines to be had in this level as well, so be sure to take some time to look for them, and don't run over any bums.

**Even our games have homeless living in them now. These are strange times.**




**Can you make it the whole way?**

### SUBWAY RAILS

They don't call 'em rails for nothing. Those railroad tracks are made for grinding. Jump back and forth, pulling flip tricks between them and hit the quick quarter-pipe at the back and come back the way you came.

## TONY HAWK'S PRO SKATER 4

| | |
|---|---|
| Big Head | B, ↑, →, ↓, Y, START, BLACK, ↑, ↓, ←, START |

# Tony Hawk's Pro Skater 3

## UNLOCK ALL LEVELS AND MORE

These are the cheats you've been looking for! The following codes will unlock every level in the game, max out your skater's stats, unlock all the movies as well as unlock a bunch of boards. To enter the cheats go to the Options Menu from the Main Menu and from there enter the Cheat Menu. Now just enter any or all of the following case-sensitive cheats. You will be able to tell the cheats worked once you back out and start playing the game. The movies will be found in the Movies Menu via the Options Menu.

| Effect | Cheat |
|---|---|
| Unlock decks | neverboard |
| Unlock movies | rollit |
| All stats | juice4me |
| Clear game | stiffcomp (unlocks all levels) |

## HIDDEN CHARACTERS

By entering WEEATDIRT into the Cheats screen found in the Options Menu, you can then enter the Create A Player Mode and enter any of the following names to bring up the likeness of loads of different Neversoft employees, their children, and other wacky characters that the development team created.

Aaron Skillman (also by entering Aaron, Skillman, or ARS)
Alan Flores
Andrew Rausch (also by entering Jujy)
Andy Nelson
Brian Jennings (also by entering BDJ or Brian)
Captain Jennings (also by entering Cap'n Jennings or Capn Jennings)
Chad Findley (also by entering Stallion or Doofus)
Chris Glenn
Chris Rausch (also by entering Team Chicken, CJR, or Rausch)
Chris Ward
Connor Jewett
Darren Thorne (also by entering Darren or Thorne)
Dave Cowling
Dave Stohl
Edwin Fong (also by entering Maya's Daddy)
Gary Jesdanun (also by entering Garvin or Garvin Jesdanun)
Henry Ji
James Rausch (also by entering My Jamie)
Jason Uyeda
Jeremy Anderson
Joel Jewett
Johnny Ow
Junki Saita (also by entering Kage)
Kevin Mulhall (also by entering Guilt Ladle)
Lisa Davies
Mark Scott

# Tony Hawk's Pro Skater 4

## QuickTip

In the Tennis sub-game, remember that timing is much more important than positioning. If you wait until the last possible second to hit the return volley or service, it'll go much faster, and is therefore much more likely to defeat Bjorn. Which begs the question, why does the annoying Swede speak in a French accent? We may never know.

# Totaled!

The following codes must be entered at the loading screen, where your objective is displayed. If you enter the codes correctly, a small message will appear in the bottom corner of the screen with the name of the cheat displayed.

| Cheat | Effect |
|---|---|
| Up, Down, Left, Right, A | Master Code (unlock all options) |
| Left, Left, A | Kill AI (disable enemy cars) |
| Y, Left, Right, A | Jumping car (press Y to jump) |
| Right, Left, A | Infinite Nitros |
| Down, Up, A | Bot Gang Up (all enemy cars will attack you) |
| Right, Left, Left, A | No Nitros |

(also by entering Hi Ben)
Matthew Day
Mick West
Mike Ward
Nicole Willick
Noel Hines
(also by entering Noel or Hines)
Nolan Nelson
Paul Robinson
Pete Day
Rachael Day
Ralph D'Amato
Ryan McMahon
Sandy Jewett
Scott Pease
(or by entering Scott Pease, Spease, or Cheesy Peasey)
Steve Ganem
Steven Rausch
(or by entering Wevenowski)
Trey Smith
William Pease
(or by entering Wild Bill)
Riley Hawk
Spencer Hawk
062287
Braineaters
Crashcart
DDT
Eastside
Frogham
GMIAB
Gorilla
Grass Patch
Mini Joel
Pimpin Frank
Rastapopolous
Skillzilla
(or by entering Gi Skillz)
Stacey D

# TransWorld Surf

### SHARK/CROCODILES SURFBOARD:
During play on Pro Surfer Mode hold down Back and press Up, Down, Left, Right, Right, Down. Or you could complete all secret goals with one surfer.

### ALWAYS SPECIAL MAX
During play on Pro Surfer Mode hold down Back and press Up, Down, Left, Right, Down, Up. Or complete all secret goals with six different surfers.

### INVISIBLE BOARD
During play on Pro Surfer Mode hold down Back and press Up, Down, Left, Right, Left, Down. Or complete all secret goals with 13 different surfers.

# Triple Play 2002

## QuickTip

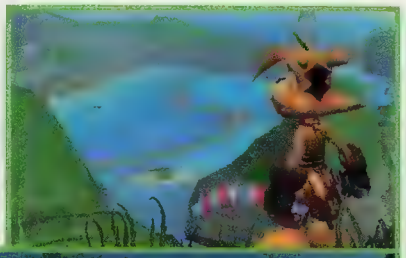
Want to have some fun with this older baseball title? How about a little homerun derby in the actual game? Pick the worst pitcher on your team and throw fastballs right down the middle every single time and see how many homeruns you can hit in a row. Our best is 11 and that is in the national league where the pitchers bat. An added bonus is the gentle massaging of your hands provided by the Xbox rumble feature.

# Turok: Evolution

### NEVER DIE AND MORE!
These cheats will basically ruin the game for you, but you probably knew that and will use them anyway. Here's to cheating! To enter any of the cheats, just go to the Enter Cheat screen and correctly input the cheats listed below.

| Effect | Cheat |
|---|---|
| Invincibility | EMERPUS |
| Invisibility | SLLEWGH |
| Infinite Ammo | MADMAN |
| All weapons | TEXAS (only weapons available for a given level will be active and not all weapons in the game) |
| Level select | SELLOUT (load a saved game and all levels will be available) |

# Ty the Tasmanian Tiger



To activate these cheats, you must enter them quickly at the Press Start screen. There is no sound or visual confirmation to announce if you've entered them correctly except to manually check it.

| Cheat | Effect |
|---|---|
| White, Black, White, Black, Y, Y, Y, Y, B, B | Infinite Health |
| White, Black, White, Black, Y, Y, A, A, R-trigger, X, R-trigger, X | Unlock Gallery and Movies |

# UFC Tapout

### GET FEMME FATALE
To get Femme Fatale, win eight matches in a row on the Arcade Mode.

### UNLOCK BRUCE BUFFER
To unlock Bruce Buffer, beat UFC Mode with every fighter.

### UNLOCK JOHN MCARTHY
Beat UFC Mode using Bruce Buffer to unlock John McCarthy.

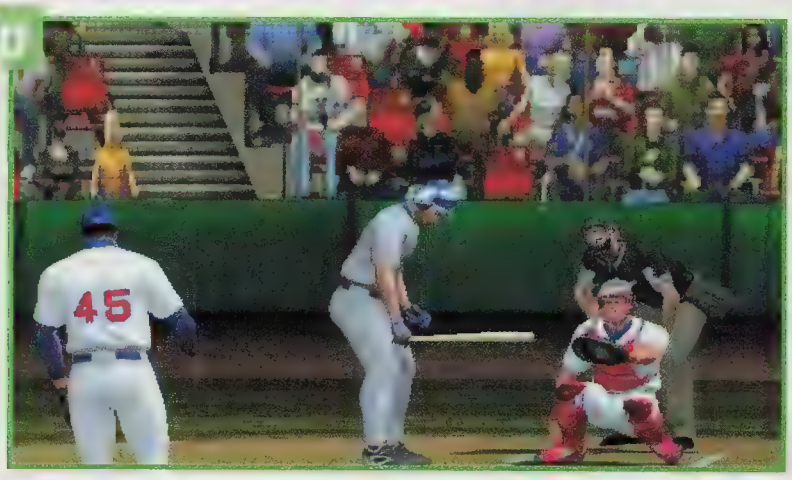
### UNLOCK MARIO YAMASAKI
Beat the UFC Mode using John McCarthy.

### UNLOCK THE CAT
To unlock The Cat, win four matches in a row in arcade mode.

# World Series Baseball

## QuickTip

Quit throwing strikes. The computer will absolutely eat you up if you keep throwing the ball down the middle. Know your pitcher's stuff and nibble the corners at the knees to get ahead in the count. Then waste some heaters upstairs and the computer will usually go for it. If your pitcher has a weak fastball, then a curve below and outside the zone is a great strikeout pitch.



# Wreckless

Definitely one of the finer-looking Xbox games, *Wreckless* will keep you playing for hours and hours. Even after you beat every mission, there are several reasons to keep playing, including four hidden cars to find. We've explored every inch of this game to find these awesome vehicles, and along the way we found out about some other cool features you can unlock. Before you are the fruits of our labors: the secrets of *Wreckless*!

## UNLOCK ALL THE CARS

There are 14 cars in the entire game: seven for each scenario. When you start a scenario, only two are available, but as you complete specific missions, three other cars will be automatically released. You find the remaining two cars for each scenario hidden within a couple of missions. To unlock them you must find the car in a well-hidden spot within the level and smash into it (as you do with everything else in this game). Once contact with the hidden car is made, you must still finish the mission (which can be very tough) to find the car in your inventory the next time you play. Once all 20 missions have been completed you will be able to use any car, from any scenario, in any mission.

### SCENARIO A CARS

**When you start Scenario A you get to drive the police car.**

**You also can use the Funny-Bug right from the start of the mission.**

**After you beat the first mission, the Dragon-SPL becomes available.**

**After Mission A8, you get to use the Tiger-SPL.**

**After Mission A9, the AUV armored personnel carrier is unlocked.**

### FIND THE HIDDEN BIG-4WD

You find the BIG-4WD in Mission A4. This is the toughest hidden car to get in the entire game because of the small amount of time you get to accomplish all that you have to do. For this reason, use the Dragon-SPL for its speed.

Because there is so little time to achieve this goal, you need to smash into the Dump Truck at the first four opportunities. From the start, go off the jump on the left of the Dump Truck to hit it. Next do it immediately afterward at the dirt ramp on the right of the dump truck. The third spot comes when it makes the left U-turn at the end of the first straightaway. Launch off the dirt ramp there. Finally, use the horizontal metal scaffolding that runs in front of the building in the center of the dirt loop the dump truck is driving on. Go back the way you came, entering the center of the area, and drive onto the scaffolding. Wait for the dump truck, and when it gets close quickly drive off the end of the scaffolding to destroy it.

From there, continue around the track in the same direction the Dump Truck was going. Make the 90-degree left turn and head down the straightaway. On your right will be a dirt road turn-off. Begin to take it, but when it starts to turn right, continue straight and use the hillside to launch yourself over the gray wall. Now drive up the gray ramp and drop into the hole. At the bottom, turn left down the subway tunnel and hit the BIG-4WD. Make a quick 180 and at the bottom of the hole where you dropped in, press the Y button to raise the elevator.

**Around 40mph is as fast as you need to go to clear the wall that blocks the way to the elevator shaft to the subway.**

**Then you just drive into the hole in the ground and fall to the bottom.**

## HIDDEN TAXI

You find the Taxi while playing mission A7. It's hidden in the shopping mall, but you'll have to go off the course a little to find it.

After the second bridge in the second half of the mission, you will drop off of the freeway and into the city. Then you come to a section where an arrow tells you to plow through tables and chairs. Don't do it. Instead, stay to the right and follow the road past the ambulance.

At the next intersection, make a sharp left up onto the sidewalk and then through the glass and into the mall. Inside is the Taxi, and if you continue out the window on the other side you will rejoin the course.

■ **Ignore the red arrow and the other driver when they plow through the chairs and tables. Stay right past the ambulance.**

■ **The entrance to the mall is to the left of some phone booths. Keep an eye out for it to your right.**

■ **Just graze the Taxi to unlock it and keep heading past it and out the window on the other side to finish the mission.**

## SCENARIO B CARS

■ **When you start Scenario B, you get to drive the Old Taxi.**

■ **You also can use the Super-Buggy right from the start of the mission.**

■ **After you beat the first mission, the sleek Super-Car becomes available.**

■ **After Mission B8, you get to use the Yakuza Car.**

■ **After Mission B9, the Tank-90 is unlocked.**

## FIND THE ARMORED CAR

The Armored Car is in Mission B2, hidden in a parking lot.

From the mission's starting point, go straight and stay to the right until the top of the map. Keep the water on your left as you make your way. Don't forget to grab plates from the Yakuza that you come across. At the top, follow the road as it goes 90-degrees right. Pass two streets on your right, then look for the entrance to the parking lot on your right. Enter it and smash into the Armored Car parked there and then quickly finish the mission.

■ **The parking lot is just after the second street on the right.**

■ **Smash into the Armored Car and finish the mission.**

## FIND THE BIG TRUCK

It's found in the second story of a building in Mission B3. It is fastest to quickly tag the Big Truck before you set out on the objectives for the mission.

From the level's starting point, turn left onto the street in front of you. At the next street turn right. On your left you will notice a large ramp made out of scaffolding on the sidewalk. At the next intersection, make a U-turn and drive on the sidewalk toward the ramp. Ride up the ramp and use it to jump through the second-story windows of an office building. Inside you will find the Big Truck. Tag it and finish the mission!

■ **Get up lots of speed and hit the ramp perfectly straight to reach the showroom.**

■ **Get into the second-story showroom to claim the Big Truck.**

# WWF Raw

## HIDDEN WRESTLERS

| Wrestler | Title to Win |
|---|---|
| Shane McMahon | Hardcore Title |
| Stephanie McMahon-Helmsley | Women's Title |
| Vince McMahon | Heavyweight Title |
| Fred Durst | Win All Championship Belts |

## SECRET ITEMS

There are tons of items in the game to unlock that you can use when you create a wrestler. The way you unlock them is to pick them up during a match. Some things can be used as weapons and some items only become available after you break them by throwing an opponent into them or by repeatedly using them.

Items List

American Indian
Announcer Tables (5)
APA Foam
Army Hat
Ashtray
Banana
Bandannas (5)
Barb Wire 2X4
Baseball Bats (2)
Baseball Cap
Baseball Helmet
Batons
Bazooka
Bell
Bowling Ball
Broken Chairs (6)
Broken Tables (2)
Broom
Brush
Bubba Ray Glasses
Bullets
Cactus
Cardboard Box
Cell Phone
Chair Seats (3)
Cheesehead
Chef Hat
Christian's Shades
Cigar
Coat Hangers
Headphones
Cowboy Hat
Crown
Dartboard
Doctor's Mask
Drumsticks
Dudley's Foam
D-Von's Glasses
Edge's Glasses
European Belt
Exhaust Pipe
Eye Patch
Fighting Sticks
File Cabinet
Fire Extinguisher
Frying Pan
Gas Mask
Giant Tuna
Glasses (2)
Gold Club
Gold Medals (2)
Gold Necklace
Golf Club
Half Mask
Hardcore Belt
Hardy's Foam
Hat
Head
Heart Glasses
Heavyweight Belt
Hero Belt
Itc Belt
Japanese Hats (2)
Judge Gavel
Kane's Mask
Kendo Stick
Knife and Fork
Ladder
LHW Belt
Long Steel Pipe
Mankind's Mask
Mexican Hat
Microphones (3)
Military Helmet
Miner Helmet
Moppy
Motorcycle Handle
Motorcycle Tire
Parrot
Pineapple
Plants (2)
Plastic Hand
Playing Card
Plunger
Portrait
Pumpkin
Putter
Python
Ring Stairs (3)
Rock's Foam
Rock's Shades
Santa Hat
Saturn's Hat
Scale
Short Steel Pipe
Showerhead
Silver Necklace
Sledgehammer
Slippers
Snowboard
Soda Bottle
Soda Cans (3)
Soda Mug
Spike's Glasses
Spiked Belt
Spiked Collar
Steel Chairs (6)
Steering Wheel
Stick
Stone Cold's Hats (2)
Stop Sign
Storage Box
Strap
Stuffed Animal
Swan Belt
Tables (2)
Television
Trashcans (2)
Trashcan Lid
Triple H's Hat
Trophy
Turban
Twisted Towel
Umbrellas (2)
Undertaker's Shades
Venetian Collar
Video Camera
Viking Helmet
Water Bottle
Watermelon
Weights (2)
Women's Belt
Wooden Crate
Wooden Sticks (2)
Wool Hat
Wrench
X-Ray Glasses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### TALK SOME TRASH

Psych out your opponent with a verbal kick to the groin. Throw some new trash their way and they'll be losin' in no time.

### DIG DEEP

Gaming is a state of mind and body. Breathe. Chant. Light incense if you have to, just keep it away from the shag.

### MASTER A PLAN OF ATTACK

Throw in a meal and an extra blanket and you can play til' dawn. Still not enough? Wipe that crust off your eyelids and find yourself a good excuse for callin' in sick.

### LOSE CONTROL

This means you'll be needing something soft to slam, flip, twist, or fall on. Shag carpeting not only looks good, it feels good. Leaving you free to grab your joystick and game on.

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